ANNEX

ELEMENTS

OF THE

GAME OF CHESS,

OR

A NEW METHOD OF INSTRUCTION

IN THAT

Celebrated Game,

FOUNDED ON SCIENTIFIC PRINCIPLES:

CONTAINING NUMEROUS

GENERAL RULES, REMARKS AND EXAMPLES,

BY MEANS OF WHICH,

CONSIDERABLE SKILL IN THE GAME MAY BE ACQUIRED,
IN A COMPARATIVELY SHORT TIME.

THE WHOLE WRITTEN EXPRESSLY FOR THE USE OF BEGINNERS,

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PREFACE.

ALTHOUGH within the last fifteen years, many Treatises and Translations of foreign Authors on Chess have been published in this country, and the admirers of this long-celebrated game seem to be daily increasing, yet it still continues to be a matter of surprise and regret, that no good elementary work on the subject has yet been written for the use of beginners.

That such a work would be eminently useful, cannot for a moment be doubted, when it is considered how much time is saved in acquiring knowledge by proper instruction, and that none are so likely to become first-rate players, as those who learn the game on scientific principles.

Anxious that the Amateur may no longer have to complain of the want of a guide in the early commencement of his studies, and convinced how useful such a work would have been to me when I first began the game, I have written the following pages, in which it has been my endeavour to teach the rudiments of the game in an easy, and at the same time scientific manner, by means of which the reader may be able to lay a good foundation for future excellence.

I would not have it supposed that none of the works written on Chess, profess to teach the beginner, but certainly all those which I have seen, whatever their pretensions may be, are far from being sufficiently elementary to place in the hands of the learner; even Mr. Sarratt's late Treatise, entitled "A new Treatise on the Game of Chess, on a plan of progressive improvement;" in two vols.: the first volume of which, was written expressly for the use of inexperienced players, is not in my opinion to be recommended to beginners as a first book, more particularly as the second volume can be comprehended only by good players. As for other works whether under the titles of Introduction to Chess; Chess Grammar; Chess Exercises; or by whatever other name they profess to teach the learner, they are the compositions, or rather the compilations of persons alike ignorant of the theory and practice of the game, and who can scarcely be said to rank as fourth or fifth-rate players.

The great objection to the works hitherto published, as far as regards the mere learner, is that they commence too soon with all the pieces, and the reader is expected to manœuvre all, before he understands the use of one or two; the powers of the pieces are imperfectly taught, and the numerous combinations and difficulties which so early present themselves to the reader, confuse and fatigue him, and he begins to fear that very considerable time must elapse before he can become, with great study and patience, even a moderate player; hence we often hear of persons relinquishing

the game because the difficulties they meet with are so
great, of others who have been deterred from attempt-
ing it because they have been told "that it is ex-
tremely difficult," that it requires extraordinary talent
to play well, &c. &c. I am however inclined to think
that if the reader will peruse the following pages with
attention, and not be too anxious to begin playing a
whole game, he will be gradually learning what every
Chess player ought to know, and without which it will be
impossible for him ever to be a first-rate player, and he
will afterwards play games with more profit and delight
than if he had at once begun playing with all the
pieces, probably losing game after game, and as is usu-
ally the case without any real improvement.

I have however no wish to conceal from the reader,
the difficulties of this noble game, or to deny that it
requires much study and practice to become a first, or
even a second-rate player, but this is not peculiar to
Chess; for other games and sciences will occupy much
of a man's time, if he endeavour to become eminent in
them; how few first-rate Whist or Billiard players are
there; how few excellent mathematicians or astrono-
mers. But if the reader's ambition be limited to
equality of play with the majority of players usually
met with in society; if he mean to rest satisfied with
being a third or fourth-rate player, this I think may be
accomplished without excessive study or loss of time,
and he may be assured that his delight in the game
will at least equal that which better players experi-
ence; but it is of the utmost importance to this end,

that he begin well, that he acquire no bad habits, which are always difficult to eradicate, and that by means of an able instructor, he proceed from that which is simple and easy, to that which is intricate and difficult. This is the method pursued in teaching other branches of knowledge, and I have yet to learn why Chess should be taught differently.

After giving an explanation of the movements of the pieces, of the terms commonly used in Chess, the relative value of the pieces, and the laws, I shall proceed to point out the powers peculiar to each piece, with remarks on the method of playing them properly, illustrated by numerous examples, beginning with the easiest checkmates and proceeding gradually to more difficult combinations.

It will be my endeavour by remarks on the moves to shew the principles on which they are founded and by the application of those principles to other situaations, teach the learner to reason scientifically, and avail himself of the errors so frequently committed by young players. The experience I have had in teaching the game, has convinced me that the plan pursued in the following pages, is more likely to form a good player speedily, than any other hitherto adopted.

Should this volume be favourably received by the public, it is my intention to write a Treatise instructing the Amateur how to begin a game properly and to take advantage of any mistake his adversary may commit in the first six or eight moves: a reason will be given for every move that is not in itself sufficiently

obvious, and the errors so frequently made, even by tolerable players, will be carefully pointed out and commented upon.

I must not omit to mention that I am under considerable obligations to a small work printed at Campen, in 1792, entitled "La superiorité aux Echecs mise à la portée de tout le monde, et particulierement des dames qui aiment cet amusement." The author's name is not mentioned.* It is a work of considerable merit and the only strictly elementary one I am acquainted with. I have also taken from other works what I thought might be useful to the beginner, so that this volume cannot perhaps boast of much original matter; and yet if I mistake not, the good player may find in it something, if not altogether new to him, at least placed in a different light from that in which he has been accustomed to view it. The only merit I can pretend to, is that of having collected together, and arranged in a somewhat systematic form, the observations and examples that till now were only to be met with in many volumes, if in doing this, I have been the means of facilitating the study of the game, and of increasing the number of scientific players, I shall not regret the time I have devoted to it.

No. 4, Nassau Street, Soho,
          May 1822.

* J. F. W. Koch in his Codex der Schachspielkunst supposes it to have been written by Zuilen van Nieveld.

Abbreviations used throughout the Work.

K. . for . King or King's.
Q. . . . Queen or Queen's.
R. . . . Rook or Rook's.
B. . . . Bishop or Bishop's.
Kt. . . . Knight or Knight's.
P. . . . Pawn or Pawn's.
sq. . . . square.
adv. . . adversary's.
chg. . . checking.

Explanations of the Figures used in the Diagrams.

WHITE.	BLACK.	
♔	♚	King.
♕	♛	Queen.
♖	♜	Rook.
♗	♝	Bishop.
♘	♞	Knight.
♙	♟	Pawn.

ELEMENTS

OF

THE GAME OF CHESS,

&c. &c. &c.

CHAPTER I.

THE Chess Board, like that used at Draughts, is divided into sixty-four squares marked alternately black and white; when it is properly placed, each player has a white corner square on his right hand; the ranges of squares running from right to left are called *ranks*, and those running from one player to the other are called *files*; the lines sloping from one side of the board to the other are called *diagonals*.

Each player has eight pieces, viz. a King, a Queen, two Rooks, two Bishops, and two Knights, and also eight Pawns: for the sake of distinction one set is usually coloured white and the other black or red.

The method of placing the pieces and pawns previous to the commencement of a game is as follows: on each corner square is placed a Rook, on the next square of the rank a Knight, then a Bishop; there will then be left two squares for the King and Queen: the Queen must be placed on her own colour, viz. the white Queen, on a white square, the black Queen on a

black square, the remaining square is occupied by the King; the pieces of each player are consequently placed opposite to those of the same denomination belonging to his adversary. The Pawns occupy the whole of the second ranks, each piece having one pawn immediately before it. The following diagram shews the situation of the pieces when properly placed.

BLACK.

WHITE.

I shall now proceed to explain to you the moves peculiar to each piece.

1. The *Pawn* moves along the file on which it is placed: the first move may be either *one* or *two* squares,

at the option of the player; but every succeeding move is confined to one square. It is the only piece that is not allowed to move backward. It takes diagonally to the right or left, one square forward, and continues on the new file until it capture another piece. A Pawn has also the power of taking *en passant*, for an explanation of which see Law 15.

2. The *Knight* moves in a very peculiar manner, rather difficult to describe: it consists of one square diagonal, and one square straight: for example, place a Knight on a corner square, move it to the adjoining diagonal square and then in a straight line forward or sideways to the adjoining square of a different colour; it has therefore the combined move of the Rook and Bishop, but only one square of each at a time. It is the only piece that is allowed to move *over* another.

3. The *Bishop* moves diagonally, forward or backward, over any number of squares.

4. The *Rook* (also called the *Castle*) moves in straight lines forward, backward or sideways, over any number of squares.

5. The *Queen* can move either like a Rook, or like a Bishop.

6. The *King* moves only one square at a time (except when he *castles*, which will be presently explained) either forward, backward, sideways, or diagonally.

All the pieces except the Pawn take in the direction in which they move: the method of taking is to place the piece that takes on the square of the piece taken. A player may take or not, as may best suit his purpose.

When a Pawn has reached the last square on the adverse side of the board, it assumes the power of any piece (except the King) the player chuses.

The game is finished when one of the Kings is *checkmated*; that is, when the player's King is attacked in such a manner that he cannot move him without going into the range of another of the adversary's pieces, nor take the piece which attacks him, nor interpose one of his own pieces between the King and the piece that attacks him, or in other words, when he cannot move any thing to prevent the adversary, were he to move again, from capturing the King. The player whose King is thus checkmated loses the game.

The game may also be *drawn*. See explanation of drawn games in the third chapter.

The relative value of the pieces is as follows:

A Pawn is of the lowest value.

A Knight is equal to rather more than three Pawns.

A Bishop is of the same value as a Knight.

A Rook is equal to a Knight, and two Pawns.

A Queen is equal to two Rooks and a Pawn; this scale applies only to general positions, or at the beginning of the game: towards the end of the game the Queen is sometimes worth only two Rooks, or a Rook and Bishop. Two Pawns are sometimes equal to a Knight, &c. &c. &c.

CHAPTER II.

IN the following pages the moves made by each player are described in the manner adopted in most Chess books, and which I shall now explain to the reader.

In the first place the Chess board is supposed to be divided into two equal parts, one of which belongs to the black and the other to the white pieces, so that each player has four horizontal lines, two of which are occupied by the Pieces and Pawns when properly placed, previous to the commencement of a game. The square on which the King stands, is called the King's square, the Bishop which stands close to him is called the King's Bishop, and the square it occupies the King's Bishop's square; the next piece is called the King's Knight, and the corner one the King's Rook, and the squares they occupy, the King's Knight's square and King's Rook's square. On the other side of, and close to the King, is the Queen, on the Queen's square; then follow the Queen's Bishop, Queen's Knight, and Queen's Rook, on their respective squares; the pieces are consequently divided into those on the King's side, and those on the Queen's side.

On the second line are placed the Pawns which take their name from the piece which stands behind them: for example, the Pawn which is placed before the

King, is called the King's Pawn, that before the King's Rook, the King's Rook's Pawn, and so on with the rest. The squares on which the Pawns stand before the commencement of a game are called the second squares of the piece that is placed behind them: for example; the King's Pawn is on the King's second square, the Queen's Rook's Pawn on the Queen's Rook's second square, &c.; the next square is called the third square of the piece: for example, two squares beyond the Queen's square is called the Queen's third square, the next is the Queen's fourth square, and the same with the squares of the other pieces; the square beyond the fourth square instead of being called the fifth square is usually denominated the adversary's fourth square, as belonging to his half of the board: for example; suppose you have a Pawn at your Queen's Rook's fourth square and you move it one square further, we do not say that it has been played to your Queen's Rook's fifth square, but to your adversary's Queen's Rook's fourth square, and so on with regard to the next squares, which are called your adversary's third square, second square, &c. Sometimes however, we use the expression of fifth square, sixth square, &c.

When a Pawn has not been moved we sometimes say, that it is at its own square, instead of at King's second square, Queen's Knight's second square, &c. &c.: when it has been advanced one square, we also say that it is at its third square, not at its second square, and so on with the next square which is sometimes called its fourth square: these are not very cor-

rect expressions, but they have frequently been used in Chess works. The following diagram will perhaps still further assist you in understanding the above.
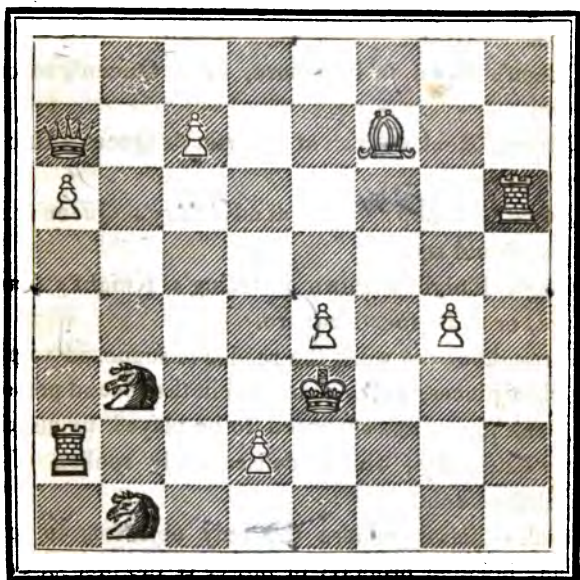
The situation of the white pieces in the above diagram is described as follows :

King at his third square.

Queen at adversary's Queen's Rook's second square.

King's Bishop at adversary's King's Bishop's second square.

King's Knight at Queen's Knight's third square.

Queen's Knight at its own square.

King's Rook at adversary's King's Rook's third square.

Queen's Rook at its second square.

King's Pawn at its fourth square, or at King's fourth square.

Queen's Pawn at its square, or at Queen's second square.

Queen's Rook's Pawn at adversary's Queen's Rook's third square.

Queen's Bishop's Pawn at adversary's Queen's Bishop's second square.

King's Knight's Pawn at King's Knight's fourth square, or at its fourth square.

Throughout the work the reader is supposed to play the white pieces, and is addressed in the second person; the black pieces are supposed to be played by an imaginary antagonist, who is consequently spoken of in the third person.

In all situations where the only object is to point out any peculiar property or power of the pieces, or to elucidate any remark, the reader is requested not to consider the move as good or bad, except, as it answer the end proposed.

CHAPTER III.

Explanation of the Terms used at Chess.

Castling. THIS is a peculiar movement of the King and either of the Rooks, and is usually made in order to place the King in greater security. The method of castling in this country is as follows: first, with the King's Rook, the Rook must be placed on the King's Bishop's square, and the King on the King's Knight's square; secondly, with the Queen's Rook, the Rook must be placed on the Queen's square, and the King on the Queen's Bishop's square. For the restrictions in castling see Law 16.

Check. An attack made on the King by a Pawn or piece. *A simple check* is when the King is attacked only by the piece that moves. *A discovered check* or *a check by discovery* is, when the King is attacked not by the piece that moves, but by the one that is discovered on the removal of the piece; for example: place the white King at his Bishop's third square, a black Rook at King's Bishop's square, and a black Bishop at King's Bishop's second square, if you play the Bishop to King's Knight's square, you check the white King *by discovery* with the Rook. *A double check,* is when the King is attacked as well by the piece that moves as by the one that is discovered: for example, place the pieces as before, and instead of playing the Bishop to King's Knight's square play it to King's Rook's fourth square.

Checkmate. When the King is so attacked that he cannot be moved out of check, take the piece that checks him, or interpose any piece, he is said to be *checkmated,* and the game is won by the playing giving the *checkmate.*

Doubled Pawn. This is said of a Pawn that is on the same file with another: for example, place a Pawn at King's Rook's second square, and another at King's Rook's third square, the latter is called a doubled Pawn.

Drawn Game. When neither party can checkmate the other, the game is *drawn.* There are several kinds of drawn games; *first,* when the force that remains on the board is not sufficient to checkmate, as suppose you have only your King and a Bishop, or a Knight, or two Knights, &c. &c.: *secondly,* when you have force sufficient, but are not acquainted with the method of checkmating in the *fifty* moves, required by the 22d Law; *thirdly,* by a perpetual check on the adverse King; *fourthly,* when both players act on the defensive; neither finding it expedient to attack the adversary: *fifthly,* when each player has the same force as a Queen, or Rook, &c.; and *sixthly,* when one of the Kings is stalemated.

En prise. When a piece is attacked by another it is said to be *en prise* of the piece that attacks it. To put a piece *en prise,* is to play it so that it may be taken by the adversary. It is a French expression.

To gain the Exchange. When a player wins a

Rook for a Bishop or a Knight, he is said to gain the exchange.

Gambit. This a peculiar beginning of a game in which a Pawn is sacrificed on the second move by the first player. There are two kinds of Gambits, the King's Gambit and the Queen's Gambit; the former consists in each player moving his King's Pawn two squares for the first move, and then the first player moves his King's Bishop's Pawn two squares, which the second player may take for nothing. The Queen's Gambit is begun in a similar manner on the Queen's side, each player moves his Queen's Pawn two squares and then the first player, his Queen's Bishop's Pawn, two squares. The King's Gambit is an attacking game; but when properly played, the first player ought to lose. The Queen's Gambit is not so entertaining as the King's, but it is a safer game for the first player.

Minor piece. The Bishops and Knights are called minor pieces.

Passed Pawn. A Pawn that is not prevented by any of the adversary's pawns from reaching the line of the adverse pieces is called a passed Pawn: it follows of course that the adversary must not have a Pawn on the same file, or on either of the adjoining files.

To Queen a Pawn, or *to advance a Pawn to Queen.* This is said of a Pawn that reaches the rank of the opponent's pieces, and which may then assume the power of the Queen, &c. See the 21st Law.

Stalemate. When a player has his King unattacked and in such a situation that he cannot move him with-

out putting him into check and at the same time has no other piece or pawn that can be moved, his King is said to be stalemated, or in a stalemate, and the game is drawn. See the 23d Law.

To take en passant. See an explanation of this term in the 15th Law.

CHAPTER IV.

LAWS OF CHESS.

No. I.

THE Chess board must be so placed that each player has a *white* corner square on his right hand, consequently the player of the white pieces will have his King's Rook on a *white* square, and the player of the black pieces will have his Queen's Rook also on a white square. If the Chess board be improperly placed, and either player discovers the mistake before *four* moves on each side have been played, he has the power of insisting on the Chess board being properly placed, and on recommencing the game. But if *four* moves have been played, the Chess board must remain in that position during the whole of the game.

No. II.

If a Piece or Pawn be not on its own square, and either of the players perceive the mistake *previously*

to his having played his *fourth* move, he may insist on its being rectified; but if it be not observed until each party has played four moves, the mistake is not allowed to be altered, and the game must proceed as if the pieces had been properly placed.

No. III.

If a player should forget to place all his Pieces or Pawns on the board, he may add those which he has forgotten, provided he discover the omission *before* the *fourth* move be played; otherwise it will be *too late*; and he will be obliged to continue the game without those Pieces or Pawns.

No. IV.

If a player engage to give his adversary the odds of a Piece, Pawn, &c., and shall nevertheless forget to remove that Piece or Pawn from the board before four moves have been played on both sides, he shall be compelled to finish the game with all his pieces, and though he should checkmate his adversary, the game shall be considered as *drawn*, as a penalty for beginning the game with *all his men* after having agreed to give odds. But if he discover the mistake *before* his fourth move be played, he shall be at liberty to remove the piece and begin the game again.

No. V.

Where no odds are given, the players must draw lots for the first move; after the first game the move belongs alternately to each player. If the game be *drawn*, the player who began that game, has the first move of the next.

No. VI.

A player who gives the odds of a piece has invariably the right of moving first.

N. B. Whenever a Pawn is given, it is always the King's Bishop's Pawn.

No. VII.

A player must play the Piece or Pawn that he has touched, unless at the moment of touching it he should say " J'adoube."* If a piece be not properly placed, or if it should fall, the player in replacing it should say, " J'adoube," else his adversary may oblige him to move it.

No. VIII.

While a player *holds* the piece which he has moved, or intends to move, he has a right to play it where he likes, but after *letting it go*, he cannot recal his move.

No. IX.

If a player should touch any of his adversary's pieces or Pawns without saying " J'adoube," when he touches it, he may be obliged to take that piece if it can be taken; should he be unable to take it, he must move his King: but if the King cannot move no penalty can be inflicted.

No. X.

If a player should inadvertently move one of his adversary's pieces, his antagonist may compel him to take it, if it *can* be taken; to replace it where it stood; or to let it remain on the square to which he moved it through mistake.

* This is a French expression, and means *I arrange,* or *I replace.*

No. XI.

If a player should take any of his adversary's pieces with one of his own that cannot take it *without a false move*, his antagonist has the option of compelling him to take it with a piece that can capture it *without a false move*, or to move the piece which he touched.

No. XII.

Should a player inadvertently capture one of his own pieces with another, his adversary may compel him to move either of the two.

No. XIII.

He who plays a *false move*, that is, moves a Piece or Pawn to a square that is *not within its power*, exposes himself to the infliction of various penalties. His adversary has the right to oblige him to let the piece remain on the square to which he played it, or he may compel him to move it to a square within its power, or he may oblige him to replace the piece where it previously stood, and *move his King* instead of the Piece.

No. XIV.

If a player should move *twice*, his adversary has the right of compelling him to replace the second piece; but if he prefer it, he may insist upon continuing the game as if *only one move had been played*.

No. XV.

When a Pawn is moved two squares, it may be taken " en passant" by one of the adversary's Pawns; for example: suppose Black Queen's Knight's Pawn be unmoved, and White Queen's Bishop's Pawn to be at the Black Queen's Bishop's fourth square. If the

black should move his Queen's Knight's Pawn two squares, the white is allowed the privilege of capturing it with his Queen's Bishop's Pawn, which is done by removing the black Pawn, and placing the white Pawn on the black Queen's Knight's third square, as that is the square which the white Pawn attacked, and over which the black Pawn has *passed*.

No. XVI.*

The King is not allowed to castle in four particular cases: first, if he have moved; secondly, if he be in check; thirdly, if any of the squares over which he must move when he castles should be within the range of some of the adversary's pieces; and fourthly, if the Rook, with which he intended to castle, should have previously moved. A player who castles in either of these cases is obliged to recal his move, and his adversary has the option of forcing him to move either his *King* or his *Rook*.

No. XVII.

If a player should touch a piece which he cannot move without leaving his King in check, his adversary may oblige him to move his King; but if the King cannot be moved, no penalty can be inflicted.

No. XVIII.

Whenever a player attacks his adversary's King, he must give notice of it by saying " *Check* ;" if he neglect to say " *Check*," his adversary is not obliged either to move his King or interpose a piece, &c. he may move any piece without attending to the check. And the player who checked *without* giving notice of it

can derive no advantage from the circumstance; for if he should on the *next* move attack one of his adversary's pieces, and say " *Check*," expecting to capture that piece, the player, whose King is in check, may recal his last move, and instead of it, move his King out of check, or interpose a piece, &c.

No. XIX.

If the King has been in check for two or more moves, and it cannot be ascertained how it *first* occurred, the player whose King is in check, is at liberty, as soon as he perceives it, to recal his last move, and instead of it, to move his King out of check, or interpose a piece, &c.

No. XX.

If a player should say '" *Check*," *without attacking the King*, and his adversary should, in consequence, move his King, or touch a piece to interpose, &c. *he is at liberty to recal his last move*, provided he perceives that his King is *not* in check, previous to his adversary's moving.

No. XXI.

When a Pawn has reached its *eighth* square, or *any square on the rank of the opponent's pieces*, it immediately assumes the power of a Queen, Rook, or any other piece the player chuses.

No. XXII.

As the game is drawing to a conclusion, if one of the players remain with a Rook and Bishop against a Rook, with both Bishops, or with a Knight and Bishop against a King, he must checkmate his adversary in

fifty moves on each side at most; for if at the expiration of fifty moves, checkmate be not effected, the game must be considered as drawn. It is of course understood, that if the player remain with a piece or pieces that can checkmate with more ease than the above, the same law holds good: for example, if he remain with a Queen or a Rook, against a King, &c. &c. But if a player agree to checkmate with a *particular piece,* or *Pawn,* or on *a particular square;* or engage to *force* his adversary, *to stalemate,* or *to checkmate him,* he is not restricted to any number of moves.

No. XXIII.

When the King is *stalemated,* neither party has obtained the victory; it is a *drawn game.*

No. XXIV.

If your adversary should make a false move, castle improperly, &c. &c. you must take notice of such irregularity before you move, or even touch a piece, or you are no longer allowed to inflict any penalty.

No. XXV.

Should any new situation occur, respecting which there is no law, in order to prevent disputes, the players should refer the point in question to the most skilful and *disinterested by-standers,* and their decision must be considered as *conclusive.*

CHAPTER V.

On the Power of the Pieces and Pawns.

I SHALL first begin by shewing you the power peculiar to the pieces when alone on the board—and first with

THE KING.

In the middle of the board he attacks and defends eight squares, on the sides five, and in the corners only three squares.

He has the choice of three squares to attack a square that is on the same perpendicular or horizontal line; for example; place the King on his fourth square, he has evidently the choice of three squares to attack the adversary's King's third square, or his own Knight's fourth square; on a diagonal line he has only one square, for suppose him placed on his fourth square, it is evident that he must move to his King's Bishop's third square, in order to attack the King's Knight's second square. At the side of the board he has frequently only the choice of two squares.

A square which he already attacks or defends, may be attacked or defended in four, or at least in two other places. He has the power of castling under certain restrictions, (for which see the laws.)

He cannot be attacked by the adverse King.

THE QUEEN.

In the middle of the board she attacks, and consequently defends 27 squares (for every square that is attacked by a piece is also defended by it;) if placed nearer the side, for example, on her own third square she commands 25 squares; and on the side of the board 21 squares. She has usually the choice of several squares to attack or defend a piece.

She is equal in value to two Rooks and a Pawn at the beginning and in the middle of the game, but towards the end her value rather diminishes, or more properly, the power of the other pieces increases, and she is then not worth more than two Rooks.

All the pieces that attack her are obliged to put themselve *en prise,* except the Knight.

She has the power of check-mating the adversary with the assistance of the King only.

She check-mates, or draws the game by a perpetual check, or by a stale-mate with greater facility than any other piece.

The adverse King can never approach her nearer than the move of a Knight.

THE ROOK.

The Rook is the next piece in value to the Queen; it attacks 14 squares wherever it may be placed; it is the only piece whose power does not diminish as it approaches the side of the board.

It has usually the choice of two squares to attack or defend any particular square.

It is equal in value to a Bishop and two Pawns, or a Knight and two Pawns.

Its power increases towards the end of the game.

It has the power of check-mating the adversary with the assistance of its own King.

It usually draws the game easier than the Bishop or the Knight.

THE BISHOP.

In the middle of the board, the Bishop attacks and defends 13 squares, towards the side 11 or 9 squares, on the side of the board only 7 squares.

Except on the sides of the board, it has the choice of two squares to attack any given square.

It is worth rather more than three Pawns, and is generally considered of the same value as the Knight.

THE KNIGHT.

In the middle of the board the Knight attacks and defends eight squares, near the sides of the board six, on the sides four, and in the corners only two squares.

It is the only piece that is permitted to play over others.

It has generally the choice of two squares to attack or defend a given square.

It is worth rather more than three pawns.

It attacks all the pieces except the Knight, without putting itself *en prise*.

Its attacks are of that nature that they cannot be counteracted by interposing any piece.

It has been already observed that a Bishop and Knight are usually considered of equal value; the following extract from CARRERA'S scarce and valuable Treatise will shew you the advantages each possesses.

The advantages the Bishop possesses over the Knight are as follows.

1. The Bishop acts at a distance which the Knight does not.

2. Two Bishops can check-mate. Two Knights can not.

3. Two Bishops, by occupying two lines, prevent the advance of the adverse King, which two Knights do not.

4. Two Bishops often draw the game against a Queen: two Knights scarcely ever.

5. A Bishop and Pawn may support each other; this is not the case with a Knight and Pawn.

6. The Bishop, in covering a diagonal check, attacks the piece which checks; the Knight has no such power.

7. A Bishop and Rook oftener win against a Rook, than a Knight and Rook.

8. The King cannot confine the Bishop and take it; a Knight he frequently can.

9. The Bishop can often confine the Knight, for example: suppose a Knight on your K. R. square, by playing your Bishop to your K. square, or to your K. R.

It moves straight forward, but it attacks, defends, and takes diagonally like the Bishop.

It has the power of moving one or two squares for its first move.

It has the power of taking *en passant*, that is, when an adverse pawn is played two squares, if it passes a square which is defended by one of your Pawns, you have the option of taking it or not with your Pawn, in the same manner as if it had moved one square only; for example: suppose you have a Pawn at your adversary's Queen's Bishop's fourth square, and your adversary's Queen's Pawn is at its square, if he move the Pawn two squares, it passes over his Queen's third square, which is attacked by your Pawn, and you have the privilege of taking it and placing your own on his Queen's third square, as if he had moved it only one square.

It is the only piece that cannot retrograde.

When it has reached the eighth square, or last line, it assumes the power of any piece the player chuses.

It is of less value than any of the other pieces.

C

CHAPTER VI.

Method of Checkmating with the Queen.

I SHALL now proceed to instruct you in the method of winning the game with your King and Queen against your adversary's King. This is one of the easiest checkmates, the study of which will, however, materially improve you, and enable you to play your King and Queen with advantage in many situations. In order to effect this checkmate, it is absolutely necessary that the adverse King be forced to one of the sides of the board, and that your King be brought within one square of his—for example:

———

FIRST SITUATION.

WHITE PIECES.	BLACK PIECES.
King at adversary's King's third square	King at his square
Queen at adversary's Q. R. second square	

White having the move can checkmate by playing the Queen to adverse King's second square, to adverse Q. R. square, or to adverse Q. Kt. square: but suppose the Black to begin, still the White will checkmate immediately, for the Black must play either to

Queen's square or to K. B. square: if the former, White will check-mate by playing Queen to adv. Q. second square, or to adv. Q. Kt. square; and if the latter, by playing her to adv. K. B. second square. It appears from this that it is not necessary that the two Kings should be exactly opposite each other. But suppose the black King, instead of being at his own square, were at his Knight's square, you can now checkmate in two moves, if you play properly; you must not check with your Queen at adv. Q. R. square, because he would be able to quit the last line, or side of the board, where I have already told you he must be forced to move before you can checkmate him. It would also be bad play to check with your Queen at adv. K. B. second square, because he would move to his Rook's square, and you would be obliged to re-move the Queen; for if you played the King, the game would be drawn, owing to his King being stale-mated.

What ought I then to play?

You should move your King to adv. K. B. third square, and he cannot possibly avoid being check-mated the next move by your playing your Queen to adv. K. B. second square, or to adv. K. Kt. second square.

Let us now examine another position which will shew you the power the Queen has of forcing the King to move to the opposite side of the board.

CHAPTER VI.

Method of Checkmating with the Queen.

I SHALL now proceed to instruct you in the method of winning the game with your King and Queen against your adversary's King. This is one of the easiest checkmates, the study of which will, however, materially improve you, and enable you to play your King and Queen with advantage in many situations. In order to effect this checkmate, it is absolutely necessary that the adverse King be forced to one of the sides of the board, and that your King be brought within one square of his—for example:

———

FIRST SITUATION.

WHITE PIECES.	BLACK PIECES.
King at adversary's King's third square	King at his square
Queen at adversary's Q. R. second square	

White having the move can checkmate by playing the Queen to adverse King's second square, to adverse Q. R. square, or to adverse Q. Kt. square: but suppose the Black to begin, still the White will checkmate immediately, for the Black must play either to

Queen's square or to K. B. square: if the former,
White will check-mate by playing Queen to adv. Q.
second square, or to adv. Q. Kt. square; and if the
latter, by playing her to adv. K. B. second square.
It appears from this that it is not necessary that the
two Kings should be exactly opposite each other.
But suppose the black King, instead of being at his
own square, were at his Knight's square, you can now
checkmate in two moves, if you play properly; you
must not check with your Queen at adv. Q. R. square,
because he would be able to quit the last line, or side
of the board, where I have already told you he must
be forced to move before you can checkmate him. It
would also be bad play to check with your Queen at
adv. K. B. second square, because he would move to
his Rook's square, and you would be obliged to re-
move the Queen; for if you played the King, the
game would be drawn, owing to his King being stale-
mated.

What ought I then to play?

You should move your King to adv. K. B. third
square, and he cannot possibly avoid being check-
mated the next move by your playing your Queen to
adv. K. B. second square, or to adv. K. Kt. second
square.

Let us now examine another position which will
shew you the power the Queen has of forcing the
King to move to the opposite side of the board.

SECOND SITUATION.

WHITE.   BLACK.

King at adv. Q. Kt. third square   King at his Bishop's square
Queen at adv. Q. R. second square.

In this situation, his King being already on the last
line, it would be very bad play to check him with your
Queen, because he would play the King towards the
middle of the board, and you would have the trouble
of compelling him to the side. You may checkmate
him in two ways.

In the first place.

WHITE.   BLACK.

1. K. to adv. Q. B. third square   1. K. to K. Kt. square
2. K. to adv. Q. third square   2. K. to K. R. square
3. K. to adv. K. third square   3. K. to K. Kt. square
4. K. to adv. K. B. third square   4. K. to K. B. or K. R. square
5. Q. checkmates at adv. K. B. second square or K. Kt. second square.

This method is very simple, but the other is more
masterly and shorter; replace the pieces and play

In the second place.

WHITE.   BLACK.

1. Q. to adv. K. R. second square   1. K. to his square
2. Q. to adv. K. Kt. second square   2. K. to Q. square
3. Q. to adv. K. B. second square   3. K. to Q. B. square
4. Q. checkmates at adv. K. square, or at adv. Q. B. second square.

In this manner you checkmate without moving
your King, as the power of your Queen enables you
to force his King to move towards your's.

THIRD SITUATION.

WHITE.	BLACK.
K. at adv. third square	K. at K. B. square
Q. at Q. R. ✗ square	

The checkmate though very simple, would be over-looked by many young players: some would check at adv. K. B. third square; others would play Q. to adv. Q. R. second square, and then move the K. to adv. K. B. third square: the proper move is to play the Q. to adv. K. R. square, giving checkmate.

——

FOURTH SITUATION.

WHITE	BLACK.
K. at adv. K. third square	K. at K. B. square
Q. at Q. Kt. third square	

It is evident, that if his King were at his own square, in opposition to your's, you would immediately checkmate, by playing your Queen to his Q. Kt. square; by playing in the following manner, you force his King opposite your's, and you checkmate the following move: e. g.

WHITE.	BLACK.
1. Q. to K. Kt. third square	1. Is compelled to play K. to his
2. Q. to adv. K. Kt. square, and	own square
checkmates.	

Observe attentively the first move, which is ex-, tremely useful in checkmating with a Queen, or Rook, it is the only move that enables you to win in two moves.

I shall now shew you how to force the adverse King to the side of the board, which is indispensible before you can checkmate with the Queen.

FIFTH SITUATION.

WHITE.	BLACK.
King at his square	King at adv. K. third square
Queen at her square	

WHITE TO MOVE.

1. Q. to adv. Q. fourth square   1. K. to adv. K. B. fourth square
2. K. to K. B. second square   2. K. to adv. K. Kt. fourth square
3. Q. to adv. K. fourth square   3. K. to adv. K. R. fourth square
    for if he play to adv. K. R. third square, you will checkmate at your K. Kt. third square
4. K. to K. B. third square   4. K. to adv. K. R. third square
5. Q. to K. Kt. third square, or to adv. K. R. square, or to adv. K. R. fourth square and checkmates

In the above position as his King is nearer to your King's Rook's side of the board than to any other, you should endeavour to force him to move towards it, this you effect by playing your Queen to his Q. fourth square ; had you checked at your K. second square, or at Q. Kt. third square, you would have played ill, because he would have moved the K. into one of the centre squares, and he would be as far removed from the side of the board as he was at the beginning. Your second move (K. to K. B. second square), prevents his returning to your K. third square, and forces him nearer the side of the board, by compelling him to move to your Knight's file: your third

move is much better than if you had checked him,
because it obliges him to move to your R. fourth
square; had you on the fourth move, pursuing the
same system, inadvertently moved your Q. to adv.
K. B. fourth square, you would have stalemated your
adversary; as the Queen attacks more squares than any
other piece, you must be very careful when you have to
checkmate with the Queen, that you do not stalemate
your adversary, by playing her improperly.

SIXTH SITUATION.

WHITE.	BLACK.
K. at his square	K. at his third square
Q. at her square	

WHITE TO MOVE.

1. Q. to adv. Q. square	1. K. to K. B. second square
2. Q. to adv. Q. third square	2. K. to his square
3. Q. to adv. Q. B. second square	3. K. to K. B. square
4. K. to K. B. second square	4. K. to his square
5. K. to K. B. third square	5. K. to K. B. square
6. K. to K. B. fourth square	6. K. to K. Kt. square
7. K. to adv. K. B. fourth square	7. K. to K. B. square
8. K. to adv. K. B. third square	8. K. to his square or to K. Kt. sq.
9. Q. checkmates at adv. K. second square, or K. Kt. second square	

Observe, that you have not given him one check be-
fore you checkmated him : this will shew you that it is
by no means necessary to check frequently with the
Queen; it is often bad play, as the Queen from her
peculiar power, is able, without the assistance of the

It has been already observed that a Bishop and Knight are usually considered of equal value; the following extract from CARRERA'S scarce and valuable Treatise will shew you the advantages each possesses.

———

The advantages the Bishop possesses over the Knight are as follows.

1. The Bishop acts at a distance which the Knight does not.

2. Two Bishops can check-mate. Two Knights can not.

3. Two Bishops, by occupying two lines, prevent the advance of the adverse King, which two Knights do not.

4. Two Bishops often draw the game against a Queen: two Knights scarcely ever.

5. A Bishop and Pawn may support each other; this is not the case with a Knight and Pawn.

6. The Bishop, in covering a diagonal check, attacks the piece which checks; the Knight has no such power.

7. A Bishop and Rook oftener win against a Rook, than a Knight and Rook.

8. The King cannot confine the Bishop and take it; a Knight he frequently can.

9. The Bishop can often confine the Knight, for example: suppose a Knight on your K. R. square, by playing your Bishop to your K. square, or to your K. R.

Queen's square or to K. B. square: if the former, White will check-mate by playing Queen to adv. Q. second square, or to adv. Q. Kt. square; and if the latter, by playing her to adv. K. B. second square. It appears from this that it is not necessary that the two Kings should be exactly opposite each other. But suppose the black King, instead of being at his own square, were at his Knight's square, you can now checkmate in two moves, if you play properly; you must not check with your Queen at adv. Q. R. square, because he would be able to quit the last line, or side of the board, where I have already told you he must be forced to move before you can checkmate him. It would also be bad play to check with your Queen at adv. K. B. second square, because he would move to his Rook's square, and you would be obliged to remove the Queen; for if you played the King, the game would be drawn, owing to his King being stalemated.

What ought I then to play?

You should move your King to adv. K. B. third square, and he cannot possibly avoid being checkmated the next move by your playing your Queen to adv. K. B. second square, or to adv. K. Kt. second square.

Let us now examine another position which will shew you the power the Queen has of forcing the King to move to the opposite side of the board.

CHAPTER VI.

Method of Checkmating with the Queen.

I SHALL now proceed to instruct you in the method of winning the game with your King and Queen against your adversary's King. This is one of the easiest checkmates, the study of which will, however, materially improve you, and enable you to play your King and Queen with advantage in many situations. In order to effect this checkmate, it is absolutely necessary that the adverse King be forced to one of the sides of the board, and that your King be brought within one square of his—for example:

FIRST SITUATION.

WHITE PIECES.	BLACK PIECES.
King at adversary's King's third square	King at his square
Queen at adversary's Q. R. second square	

White having the move can checkmate by playing the Queen to adverse King's second square, to adverse Q. R. square, or to adverse Q. Kt. square: but suppose the Black to begin, still the White will checkmate immediately, for the Black must play either to

Queen's square or to K. B. square: if the former, White will check-mate by playing Queen to adv. Q. second square, or to adv. Q. Kt. square; and if the latter, by playing her to adv. K. B. second square. It appears from this that it is not necessary that the two Kings should be exactly opposite each other. But suppose the black King, instead of being at his own square, were at his Knight's square, you can now checkmate in two moves, if you play properly; you must not check with your Queen at adv. Q. R. square, because he would be able to quit the last line, or side of the board, where I have already told you he must be forced to move before you can checkmate him. It would also be bad play to check with your Queen at adv. K. B. second square, because he would move to his Rook's square, and you would be obliged to remove the Queen; for if you played the King, the game would be drawn, owing to his King being stalemated.

What ought I then to play?

You should move your King to adv. K. B. third square, and he cannot possibly avoid being checkmated the next move by your playing your Queen to adv. K. B. second square, or to adv. K. Kt. second square.

Let us now examine another position which will shew you the power the Queen has of forcing the King to move to the opposite side of the board.

SECOND SITUATION.

<table>
<tr><td>WHITE.</td><td>BLACK.</td></tr>
<tr><td>King at adv. Q. Kt. third square</td><td>King at his Bishop's square</td></tr>
<tr><td>Queen at adv. Q. R. second square.</td><td></td></tr>
</table>

In this situation, his King being already on the last line, it would be very bad play to check him with your Queen, because he would play the King towards the middle of the board, and you would have the trouble of compelling him to the side. You may checkmate him in two ways.

In the first place.

WHITE.	BLACK.
1. K. to adv. Q. B. third square	1. K. to K. Kt. square
2. K. to adv. Q. third square	2. K. to K. R. square
3. K. to adv. K. third square	3. K. to K. Kt. square
4. K. to adv. K. B. third square	4. K. to K. B. or K. R. square
5. Q. checkmates at adv. K. B. second square or K. Kt. second square.	

This method is very simple, but the other is more masterly and shorter; replace the pieces and play

In the second place.

WHITE.	BLACK.
1. Q. to adv. K. R. second square	1. K. to his square
2. Q. to adv. K. Kt. second square	2. K. to Q. square
3. Q. to adv. K. B. second square	3. K. to Q. B. square
4. Q. checkmates at adv. K. square, or at adv. Q. B. second square	

In this manner you checkmate without moving your King, as the power of your Queen enables you to force his King to move towards your's.

THIRD SITUATION.

WHITE.	BLACK.
K. at adv. third square	K. at K. B. square
Q. at Q. R. ✗ square	

The checkmate though very simple, would be over-looked by many young players: some would check at adv. K. B. third square; others would play Q. to adv. Q. R. second square, and then move the K. to adv. K. B. third square: the proper move is to play the Q. to adv. K. R. square, giving checkmate.

———

FOURTH SITUATION.

WHITE	BLACK.
K. at adv. K. third square	K. at K. B. square
Q. at Q. Kt. third square	

It is evident, that if his King were at his own square, in opposition to your's, you would immediately checkmate, by playing your Queen to his Q. Kt. square; by playing in the following manner, you force his King opposite your's, and you checkmate the following move: e. g.

WHITE.	BLACK.
1. Q. to K. Kt. third square	1. Is compelled to play K. to his own square
2. Q. to adv. K. Kt. square, and checkmates.	

Observe attentively the first move, which is extremely useful in checkmating with a Queen, or Rook, it is the only move that enables you to win in two moves.

CHAPTER IX.

Method of winning with a Queen against two Knights.

It is rather difficult to win with a Queen against two Knights. If the Knights support each other, it will be necessary to force one of them to move, either by preventing the King from moving, or by threatening him with an immediate checkmate; when you have forced him to move one of the Knights, you will find it easy, by a divergent check, to win one of them; the game will then be reduced to a Queen against a Knight, which has been already given. Be very careful in playing your King and Queen, that he may not check them both at the same time; this is easily prevented by moving them on different coloured squares. In one situation which I shall shew you, the two Knights draw the game against the Queen.

FIRST SITUATION.

WHITE.	BLACK.
K. at K. R. second square	K. at adv. Q. fourth square
Q. at adv. Q. R. square	K. Kt. at K. fourth square
	Q. Kt. at adv. Q. B. fourth square

WHITE TO MOVE.

1. K. to K. Kt. third square	1. K. to adv. Q. third square
2. Q. to adv. Q. 4 sq. and checks.	2. K. to adv. Q. B. third square
3. K. to K. B. fourth square	3. K. Kt. to adv. Q. 3 sq. & checks
4. K. to K. B. third square	4. K. Kt. to K. fourth sq. and checks
5. K. to his fourth square	5. K. to adv. Q. Kt. third square
6. K. to Q. fourth square	6. If he play K. to adv. Q. R. 4 sq.

you should play K. to Q. B. 3 square, which would force him to move one of the Knights, for if he were to play the King to adv. Q. R. 3 square, you would checkmate him with the Queen at adv. Q. R. square, therefore K. to adv. Q. Kt. 4 sq. or (A) (B)

7. Q. to adv. Q. Kt. 2 sq. & checks	7. K. to adv. Q. R. fourth square
8. K. to adv. Q. B. fourth square	8. K. to adv. Q. R. third square
9. Q. to Q. Kt. 4 square & checks	9. K. to adv. Q. R. second square
10. K. to adv. Q. fourth square	10. K. to adv. Q. R. square
11. Q. to Q. Kt. third square	11. Is now compelled to move one

of the Knights: if he check your King with Q. Kt., you will take the K. Kt., and if he attack your Q. with Q. Kt. you will win the other by checking at your Q. B. 3 square.

(A.)

6. K. to adv. Q. Kt. second square

7. Q. to adv. Q. Kt. 2 sq. & checks 7. If he play K. to adv. Q. R. square you should play Q. to Q. Kt. 3 square. If he play K. to adv. Q. R. 2 or 3 square, you should play K. to Q. B. 3 square. If he play K. to adv. Q. B. 2 square, you should play Q. to adv. Q. Kt. 4 square, see Var. (B.) But if he play

K. to adv. Q. B. square

8. Q. to K. Kt. second square 8. If he play K. to adv. Q. Kt. sq. you should move your King to Q. B. 3 square. But if he play

K. to adv. Q. square

9. Q. to K. B. second square	9. K. to adv. Q. B. square
10. K. to Q. B. third square	10. K. to adv. Q. Kt. square
11. Q. to Q. B. 2 square & checks	11. K. to adv. Q. R. square
12. K. to Q. fourth square, and win one of the Knights.	

(B.)

	6. K. to adv. Q. B. 2 square
7. Q. to adv. Q. Kt. 4 square	7. K. to adv. Q. 2 square
8. Q. to Q. Kt. 3 square	8. If he check with K. Kt. at Q.

B. 3 square, you must not take the Q. Kt. because he would
check King and Queen at Q. R. 4 square; you ought to play K.
to his 4 square, and afterwards to adv. Q. 4 square; but should
he play   K. to adv. K. second square

9. Q. to K. Kt. third square	9. K. to adv. Q. second square
10. Q. to K. B. second sq. & checks	10. If he play K. to adv. Q. square,

you should play K. to Q. B. third square, therefore,

                   K. to Q. B. square

11. K. to Q. B. third square	11. K. to adv. Q. Kt. square
12. Q. to Q. B. second square checks, and then plays K. to Q. fourth sq.	

as before.

———

SECOND SITUATION.

WHITE.	BLACK.
K. at K. R. square	K. at adv. K. fourth square
Q. at her square	K. Kt. at adv. K. R. fourth square
	Q. Kt. at adv. K. B. third square

In this situation the game is drawn, because your
King is prevented by the Knights from assisting the
Queen to force one of the Knights to move. The
Black must keep his King near the Knights, and avoid
playing to the side of the board that the Queen alone
may not be able to prevent his moving, and consequently
compel him to move one of the Knights.

CHAPTER X.

A Queen against a Bishop and Knight.

THE Queen generally wins the game against a Bishop and Knight without much difficulty, as these pieces do not support each other like two Knights. By attending to the instructions already given, you will soon be able to give this checkmate; I shall therefore confine myself to giving you the following situation, in which a Bishop and Knight draw against a Queen.

SITUATION.

WHITE.	BLACK.
K. at K. R. square	K. at adv. K. Kt. third square
Q. at Q. R. fourth square	B. at adv. K. R. third square
	Kt. at K. B. second square

In this position Black having the move, can draw the game by checking with the Bishop at adv. K. Kt. second square, and then playing Kt. to K. Kt. fourth square, menacing checkmate at adv. K. B. third square, and also at adv. K. R. third square ; you are, therefore, obliged to check with the Queen at Q. R. or Q. Kt. third square ; he will then interpose the Knight checking you, and you are forced to take the Knight for the Queen.

CHAPTER XI.

A Queen against two Bishops.

THE Queen also generally wins against two Bishops; as it, however, sometimes happens that the Bishops draw the game, I shall give you a situation, in which I shall instruct you how to play the Bishops properly, in order to draw the game; for example:

———

SITUATION.

WHITE.	BLACK.
K. at K. Kt. square	K. at K. Kt. fourth square
Q. B. at K. Kt. third square	Q. at Q. R. fourth square
K. B. at its third square	

WHITE TO MOVE.

1. K. to K. Kt. second square	1. Q. to adv. Q. second sq. & checks
2. K. to K. Kt. square, if, instead of this move, you had interposed the Q. B. you would have lost the game. See the variation.	
	2. Q. to adv. K. 3d. square & checks
3. K. to K. Kt. second square	3. K. to K. B. fourth square
4. Q. B. to K. R. second square	4. Q. to adv. Q. second sq. & checks
5. K. to K. Kt. third square	5. Q. to adv. K. square and checks
6. K. to K. Kt. second square	6. K. to K. Kt. fourth square
7. Q. B. to K. Kt. third square	7. Q. to adv. K. third square
8. Q. B. to K. R. second square	8. Q. to adv. Q. second sq. & checks
9. K. to K. Kt. third square	9. Q. to adv. K. square and checks
" to K. Kt. second square	10. K. to adv. K. R. fourth square

11. If you were to play Q. B. to K. Kt. square, you would lose the K. B. by a check from the Queen at your K. Kt. third square. If you move K. B. to adv. Q. Kt. second square, or to adv. Q. R. square, you would equally lose the game, (see A.) You ought to play Q. B. to K. B. fourth square   11. Q. moves any where

12. Q. B. to K. Kt. third square checks and you have the same position as before, and thus the game is drawn, as your two Bishops when properly played, effectually prevent the approach of the adverse King.

(A.)

11. K. B. to adv. Q. R. square   11. Q. to adv. Q. second sq. & checks
12. K. to K. R. square   12. Q. to adv. Q. B. square & checks
13. If you play the King, he will check you on the Knight's file, and then on the Rook's, and will gain K. B. therefore

    Q. B. to K. Kt. square   13. K. to adv. K. Kt. third square
14. K. B. any where   14. Q. to K. R. third square, checks
                                          and wins the game

                            ―――――

VARIATION.

1. K. to K. Kt. second square   I. Q. to adv. Q. second sq. & checks
2. Q. B. to K. B. second square;   2. K. to adv. K. B. fourth square
   this move loses you the game.

3. You are now compelled to move the K. B., and if you play it to adv. K. R. fourth square, he will win it by a check with the Queen at her fourth square. You may, however, play the Bishop

                1st. to adv. Q. B. third square
                2d. to adv. Q. Kt. second square
                3d. to adv. Q. R. square

No. 1.

3. K. B. to adv. Q. B. third square 3. Q. to adv. Q. B. second square
4. If you play K. B. to adv. K. square, he will check you at your King's fourth square. If you play K. B. to its third square, he will check you at his K. Kt. third square. If K. B. to adv. Q. fourth square, he will check you first at K. Kt. third square, then at K. R.

fourth square, or at adv. Q. third square. If K. B. to adv. Q. Kt. fourth or second square, he will check you at the K. Kt. third square, then at K. R. second or fourth square, or at adv. Q. Kt. square, and wins the K. B. If you play K. B. to adv. Q. R. square (see No. 3.) You may also play

K. B. to adv. Q. second square   4. Q. to adv. K. fourth square and
<div align="center">checks</div>

In the first place.

5. K. to K. Kt. square, for if you had played K. to K. R. third square, the Queen would immediately have checkmated you, and if you had moved the King to K. B. square, you would have lost K. B. by a check from the Queen at your Q. third square.
<div align="right">5. K. to adv. K. B. third square</div>

6. If you move K. B. to K. R. third square, or to adv. Q. Kt. fourth square, he will check with Q. at your Q. Kt. square, you must interpose K. B., he will then repeat the check at his K. Kt. third square, and will gain a Bishop. If you play K. B. to any other square, he will check at your Q. Kt. square, and will gain the Q. B. If you play Q. B., he will check you at your Q. Kt. square, then at your Q. B. second square, and afterwards checkmate you either at his K. R. second square, or at your K. Kt. second square. But if instead of playing either of your Bishops, your were to move your King to K. B. square, he would check you at your K. second square then take Q. B. and afterwards checkmate you at your K. Kt. second square.

In the second place.

5. K. to K. R. second square   5. K. to adv. K. B. third square
6. If you play K. to K. Kt. square you will lose Q. B. by a check at your Q. Kt. square, but if you play

Q. B. to K. Kt. third sq.   6. Q. to adv. Q. B. 2d. sq. & checks
7. K. to K. R. third square   7. Q. to K. R. second square checks
<div align="right">and wins K. B.</div>

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No. 2.

3. K. B. to adv. Q. Kt. second sq.   3. Q. to adv. Q. R. second square

4. If you play K. to K. B. or K. Kt. square, you will lose K. B. by a
 check at your Q. Kt. square.   If you play K. B. to adv. Q. B.
 · square, or to its third square, he will gain it by checking at his
 Kt. square, but if you play

 K. B. to adv. Q. B. 3 square   4. Q. to K. Kt. square and checks

5. If you play K. to K. B. square, you will lose K. B. by a check at
 your Q. B. fourth square.   If you move K. to K. R. third
 square, you will also lose the B. by a check at Q. B. square,
 therefore

 K. to K. R. square or to K. R.

 second square   5. Q. to K. R. 2d. sq. & checks

6. K. to K. Kt. square, in order to   6. Q. to adv. Q. Kt. sq. and checks
 interpose K. B. if Black check at K. Kt. third-square

7. If you play K. to K. R. second square, he will gain one of the B. by
 playing Q. to adv. Q. B. second square, and if you play K. to K
 Kt. second square, he will equally gain a B. by checking with his
 Q. at K. Kt. third square.

No. 3.

3. K. B. to adv. K. R. square   3. Q. to adv. Q. R. second square

4. If you play K. B. to its third square, he will check you at his K. Kt.
 square and gain a B.   If you play K. B. to adv. Q. B. third
 square, he will play as in No. 2, therefore,

 K. B. to adv. Q. Kt. second sq.   4. Q. to adv. Q. Kt. 3d. square

5. If you play K. B. to adv. Q. R. square or to adv. Q. B. square, you
 will lose it by a check at his K. Kt. square.   If you play K. B. to
 adv. Q. B. third square, he will check with Q. at K. Kt. square,
 as in No. 2, but if you play

 K. B. to adv. Q. R. third square   5. Q. to her fourth sq. and checks

6. If you play K. to K. R. third square, you will be checkmated at your
 K. R. square.   Suppose you therefore play

 In the first place.

 K. to K. Kt. square   6. K. to adv. K. B. third square

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7. If you play K. B. to its square, you will lose a B. by his checking you at his K. Kt. fourth square. If you play K. B. to adv. Q. B. square, he will also win a Bishop either by checking you at your Q. square, or at his K. Kt. square. If you play Q. B. to adv. Q. Kt. third square, or to adv. Q. R. second square, he will check you at his K. Kt. fourth square, and afterwards checkmate you, either at your Q. B. square, or at your K. Kt. second square. If you play Q. B. to K. R. fourth square, you will lose it by his checking you at your Q. fourth square. If you play Q. B. to K. square, he will check you at your K. Kt. fourth square and then checkmate you at your K. Kt. second square. And if

K. to K. B. square	7. Q. to adv. Q. square and checks
8. Q. B. interposes	8. K. to adv. K. third square
9. K. B. to Q. B. fourth square, or to adv. Q. Kt. fourth sq.	9. Q. to adv. K. B. third square and checks
10. K. to K. Kt. square	10. Q. to adv. K. Kt. fourth square

checks, and takes your K. B. if it be at Q. B. fourth square, but if you have played it to adv. Q. Kt. fourth square, then

11. K. to K. B. sq. or to K. R. sq. or to K. R. second square.	11. Q. to K. B. fourth square or to K. R. fourth square, checks, and wins K. B.

In the second place.

6. K. to K. B. square	6. Q. to adv. K. R. sq. and checks

7. If you interpose Q. B., he will move his K. to your K. Kt. third sq. and afterwards check you at your K. Kt. second square and win the Q. B. therefore

K. to his second square	7. Q. to adv. K. fourth square and checks

8. If you play K. to Q. square, you will lose K. B. by a check at your Q. R. fourth square. If you play

K. to Q. second square (or A)	8. Q. to adv. Q. Kt. fourth square and checks

9. If you move K. to Q. square, or to Q. B. second square, he will check at your Q. R. square, and will win K. B.   If you play K. to Q. B. square, he will win K. B. by a check at your Q. R. third square, therefore,

K. to his second square	9. Q. to adv. Q. Kt. 2d. sq. & checks
10. K. to his square, or to K.B.sq.	10. Q. to adv. Q. R. sq. checks and
	wins K. B.

(A.)

8. K. to K. B. square	8. K. to adv. K. B. third square

9. If you play K. to K. Kt. square, he will win the Bishop by a check at his K. Kt. third square.   If you play K. B. to adv. Q. Kt. fourth square, you will lose it by a check at your Q. Kt. square.   If you play K. B. to adv. Q. B. square, you will lose it by a check at your Q. B. fourth square.   If you play Q. B. to any square of the diagonal line that runs from your K. Kt. square to your adv. Q. R. second square, he will checkmate you at your Q. Kt. square : your best move is to play

Q. B. to K. square	9. Q. to adv. Q. B. second square

10. If you play Q. B. to Q. Kt. fourth square, or to adv. Q. R. fourth square, he will checkmate you at your K. B. second square.   If you play Q. B. to K. R. fourth square, he will check you at your K. Kt. second square, and then at your K. R. square, winning the Q. B. therefore

K.B. checks at adv. Q.Kt.2d sq.	10. K. to adv. K. third square

11. If you play Q. B. he will either checkmate you at your K. B. second square, or win K. B. by playing Q. to your Q. Kt. sq.; therefore

K. B. to adv. Q. R. third sq.	11. Q. to K. B. fourth sq. & checks
12. K. to K. Kt. sq. or to K. Kt. second sq.	12. Q. to K. Kt. third sq. checks and wins K. B.

CHAPTER XII.

Method of checkmating with both Rooks.

I SHALL now show you the method of checkmating with two Rooks. This checkmate is very simple, and may be given without the assistance of the King.

FIRST SITUATION.

WHITE.	BLACK.
K. at K. R. square	K. at adv. K. B. second square
Q. R. at its square	
K. R. at Q. Kt. square	

1. K.R. to Q.Kt. second sq. &checks   1. K. to adv. K. B. third square
2. Q. R. to its third square & checks   2. K. to adv. K. B. fourth square
3. K. R. to Q. Kt. fourth square & checks   3. K. to his B. fourth square
4. Q. R. to adv. Q. R. fourth square and checks   4. K. to his B. third square
5. K. R. to adv. Q. Kt. third square and checks   5. K. to his B. second square
6. Q. R. to adv. Q. R. second square and checks   6. K. to his B. square
7. K. R. to adv. Q. Kt. square and checkmates

The alternate play of the Rooks, as you will have observed by the above moves, forces the King to retire towards the last line, where he is ultimately checkmated; he might, however, have given you more trouble

had he moved his King differently. Replace the pie‑ces and suppose him to play as follows:

1. K. R. to Q. Kt. second square and checks   1. K. to adv. K. third square

2. Q. R. to its third square and checks   2. K. to adv. Q. fourth square

3. K. R. to Q. Kt. fourth square & checks   3. K. to Q. B. fourth square

4. You are now prevented from playing your Q. R. to adv. Q. R. fourth square, for if you did he would take your K. R., you must there‑fore first remove your K. R. by playing it as far from his King as you can, for example :

   K. R. to its fourth square   4. K. to Q. Kt. fourth square

5. Still you cannot force him to retrograde by playing your Q. R. to adv. Q. R. fourth square, because he would take it; you must therefore remove it to the other side of the board, in order to compel him to retrograde as before, therefore you play

   Q. R. to K. Kt. third square   5. K. to Q. B. fourth square

6. Q. R. to adv. K. Kt. fourth square and checks   6. K. to Q. third square

7. K. R. to adv. K. R. third square and checks   7. K. to his second square

8. Q. R. to adv. Q. Kt. second square and checks   8. K. to his B. square

9. K. R. to adv. K. R. second sq.   9. K. to his square

10. K. R. to adv. K. R. square and checkmates

When he attacked your Q. R. on the eighth move, if you had removed it to adv. Q. R. second square, (instead of playing K. R. to adv. K. R. second square,) with the view of checkmating him with your K. R. at adv. K. R. square, you would have lost a move because he would have played his King to his Knight's

CHAPTER XI.

A Queen against two Bishops.

THE Queen also generally wins against two Bishops; as it, however, sometimes happens that the Bishops draw the game, I shall give you a situation, in which I shall instruct you how to play the Bishops properly, in order to draw the game; for example:

————

SITUATION.

WHITE.	BLACK.
K. at K. Kt. square	K. at K. Kt. fourth square
Q. B. at K. Kt. third square	Q. at Q. R. fourth square
K. B. at its third square	

WHITE TO MOVE.

1. K. to K. Kt. second square	1. Q. to adv. Q. second sq. & checks
2. K. to K. Kt. square, if, instead of this move, you had interposed the Q. B. you would have lost the game. See the variation.	
	2. Q. to adv. K. 3d. square & checks
3. K. to K. Kt. second square	3. K. to K. B. fourth square
4. Q. B. to K. R. second square	4. Q. to adv. Q. second sq. & checks
5. K. to K. Kt. third square	5. Q. to adv. K. square and checks
6. K. to K. Kt. second square	6. K. to K. Kt. fourth square
7. Q. B. to K. Kt. third square	7. Q. to adv. K. third square
8. Q. B. to K. R. second square	8. Q. to adv. Q. second sq. & checks
9. K. to K. Kt. third square	9. Q. to adv. K. square and checks
10. K. to K. Kt. second square	10. K. to adv. K. R. fourth square

11. If you were to play Q. B. to K. Kt. square, you would lose the K. B.
 by a check from the Queen at your K. Kt. third square. If you
 move K. B. to adv. Q. Kt. second square, or to adv. Q. R. square,
 you would equally lose the game, (see A.) You ought to play

      Q. B. to K. B. fourth square   11. Q. moves any where

12. Q. B. to K. Kt. third square checks and you have the same position
 as before, and thus the game is drawn, as your two Bishops when
 properly played, effectually prevent the approach of the adverse
 King.

                      (A.)

11. K. B. to adv. Q. R. square   11. Q. to adv. Q. second sq. & checks

12. K. to K. R. square   12. Q. to adv. Q. B. square & checks

13. If you play the King, he will check you on the Knight's file, and then
 on the Rook's, and will gain K. B. therefore

   Q. B. to K. Kt. square   13. K. to adv. K. Kt. third square

14. K. B. any where   14. Q. to K. R. third square, checks
                                 and wins the game

VARIATION.

1. K. to K. Kt. second square   1. Q. to adv. Q. second sq. & checks

2. Q. B. to K. B. second square; 2. K. to adv. K. B. fourth square
 this move loses you the game.

3. You are now compelled to move the K. B., and if you play it to adv.
 K. R. fourth square, he will win it by a check with the Queen at
 her fourth square. You may, however, play the Bishop

                1st. to adv. Q. B. third square
                2d. to adv. Q. Kt. second square
                3d. to adv. Q. R. square

No. 1.

3. K. B. to adv. Q. B. third square 3. Q. to adv. Q. B. second square

4. If you play K. B. to adv. K. square, he will check you at your King's
 fourth square. If you play K. B. to its third square, he will
 check you at his K. Kt. third square. If K. B. to adv. Q. fourth
 square, he will check you first at K. Kt. third square, then at K. R.

fourth square, or at adv. Q. third square.   If K. B. to adv. Q.
Kt. fourth or second square, he will check you at the K. Kt. third
square, then at K. R. second or fourth square, or at adv. Q. Kt.
square, and wins the K. B.   If you play K. B. to adv. Q. R. square
(see No. 3.)   You may also play

K. B. to adv. Q. second square   4. Q. to adv. K. fourth square and
<div align="center">checks</div>

<div align="center">In the first place.</div>

5. K. to K. Kt. square, for if you had played K. to K. R. third square,
the Queen would immediately have checkmated you, and if you
had moved the King to K. B. square, you would have lost K. B.
by a check from the Queen at your Q. third square.

<div align="right">5. K. to adv. K. B. third square</div>

6. If you move K. R. to K. R. third square, or to adv. Q. Kt. fourth
square, he will check with Q. at your Q. Kt. square, you must
interpose K. B., he will then repeat the check at his K. Kt. third
square, and will gain a Bishop.   If you play K. B. to any other
square, he will check at your Q. Kt. square, and will gain the
Q. B.   If you play Q. B., he will check you at your Q. Kt. square,
then at your Q. B. second square, and afterwards checkmate you
either at his K. R. second square, or at your K. Kt. second square.
But if instead of playing either of your Bishops, your were to
move your King to K. B. square, he would check you at your K.
second square then take Q. B. and afterwards checkmate you
at your K. Kt. second square.

<div align="center">In the second place.</div>

5. K. to K. R. second square   5. K. to adv. K. B. third square

6. If you play K. to K. Kt. square you will lose Q. B. by a check at your
Q. Kt. square, but if you play

Q. B. to K. Kt. third sq.   6. Q. to adv. Q. B. 2d. sq. & checks

7. K. to K. R. third square   7. Q. to K. R. second square checks
<div align="right">and wins K. B.</div>

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No. 2.

3. K. B. to adv. Q. Kt. second sq.   3. Q. to adv. Q. R. second square

4. If you play K. to K. B. or K. Kt. square, you will lose K. B. by a
   check at your Q. Kt. square. If you play K. B. to adv. Q. B.
   square, or to its third square, he will gain it by checking at his
   Kt. square, but if you play

   K. B. to adv. Q. B. 3 square   4. Q. to K. Kt. square and checks

5. If you play K. to K. B. square, you will lose K. B. by a check at
   your Q. B. fourth square. If you move K. to K. R. third
   square, you will also lose the B. by a check at Q. B. square,
   therefore

   K. to K. R. square or to K. R.
   second square   5. Q. to K. R. 2d. sq. & checks

6. K. to K. Kt. square, in order to   6. Q. to adv. Q. Kt. sq. and checks
   interpose K. B. if Black check at K. Kt. third square

7. If you play K. to K. R. second square, he will gain one of the B. by
   playing Q. to adv. Q. B. second square, and if you play K. to K
   Kt. second square, he will equally gain a B. by checking with his
   Q. at K. Kt. third square.

No. 3.

3. K. B. to adv. K. R. square   3. Q. to adv. Q. R. second square

4. If you play K. B. to its third square, he will check you at his K. Kt.
   square and gain a B. If you play K. B. to adv. Q. B. third
   square, he will play as in No. 2, therefore,

   K. B. to adv. Q. Kt. second sq.   4. Q. to adv. Q. Kt. 3d. square

5. If you play K. B. to adv. Q. R. square or to adv. Q. B. square, you
   will lose it by a check at his K. Kt. square. If you play K. B. to
   adv. Q. B. third square, he will check with Q. at K. Kt. square,
   as in No. 2, but if you play

   K. B. to adv. Q. R. third square   5. Q. to her fourth sq. and checks

6. If you play K. to K. R. third square, you will be checkmated at your
   K. R. square. Suppose you therefore play

   In the first place.

   K. to K. Kt. square   6. K. to adv. K. B. third square

7. If you play K. B. to its square, you will lose a B. by his checking you at his K. Kt. fourth square. If you play K. B. to adv. Q. B. square, he will also win a Bishop either by checking you at your Q. square, or at his K. Kt. square. If you play Q. B. to adv. Q. Kt. third square, or to adv. Q. R. second square, he will check you at his K. Kt. fourth square, and afterwards checkmate you, either at your Q. B. square, or at your K. Kt. second square. If you play Q. B. to K. R. fourth square, you will lose it by his checking you at your Q. fourth square. If you play Q. B. to K. square, he will check you at your K. Kt. fourth square and then checkmate you at your K. Kt. second square. And if

K. to K. B. square	7. Q. to adv. Q. square and checks
8. Q. B. interposes	8. K. to adv. K. third square
9. K. B. to Q. B. fourth square, or to adv. Q. Kt. fourth sq.	9. Q. to adv. K. B. third square and checks
10. K. to K. Kt. square	10. Q. to adv. K. Kt. fourth square

checks, and takes your K. B. if it be at Q. B. fourth square, but if you have played it to adv. Q. Kt. fourth square, then

11. K. to K. B. sq. or to K. R. sq. or to K. R. second square.	11. Q. to K. B. fourth square or to K. R. fourth square, checks, and wins K. B.

In the second place.

6. K. to K. B. square	6. Q. to adv. K. R. sq. and checks

7. If you interpose Q. B., he will move his K. to your K. Kt. third sq. and afterwards check you at your K. Kt. second square and win the Q. B. therefore

K. to his second square	7. Q. to adv. K. fourth square and checks

8. If you play K. to Q. square, you will lose K. B. by a check at your Q. R. fourth square. If you play

K to Q. second square (or A)	8. Q. to adv. Q. Kt. fourth square and checks

9. If you move K. to Q. square, or to Q. B. second square, he will check at your Q. R. square, and will win K. B.   If you play K. to Q. B. square, he will win K. B. by a check at your Q. R. third square, therefore,

K. to his second square	9. Q. to adv. Q. Kt. 2d. sq. & checks
10. K. to his square,or to K.B. sq.	10. Q. to adv. Q. R. sq. checks and
	wins K. B.

(A.)

8. K. to K. B. square	8. K. to adv. K. B. third square

9. If you play K. to K. Kt. square, he will win the Bishop by a check at his K. Kt. third square.   If you play K. B. to adv. Q. Kt. fourth square, you will lose it by a check at your Q. Kt. square.   If you play K. B. to adv. Q. B. square, you will lose it by a check at your Q. B. fourth square.   If you play Q. B. to any square of the diagonal line that runs from your K. Kt. square to your adv. Q. R. second square, he will checkmate you at your Q. Kt. square : your best move is to play

Q. B. to K. square	9. Q. to adv. Q. B. second square

10. If you play Q. B. to Q. Kt. fourth square, or to adv. Q. R. fourth square, he will checkmate you at your K. B. second square.   If you play Q. B. to K. R. fourth square, he will check you at your K. Kt. second square, and then at your K. R. square, winning the Q. B. therefore

K.B. checks at adv. Q. Kt. 2d sq.	10. K. to adv. K. third square

11. If you play Q. B. he will either checkmate you at your K. B. second square, or win K. B. by playing Q. to your Q. Kt. sq. ; therefore

K. B. to adv. Q. R. third sq.	11. Q. to K. B. fourth sq. & checks
12. K. to K. Kt. sq. or to K. Kt. second sq.	12. Q. to K. Kt. third sq. checks and wins K. B.

1. R. to adv. K. square	1. K. to Q. fourth square
2. K. to K. Kt. second square	2. K. to adv. Q. fourth square
3. K. to K. B. third square	3. K. to Q. fourth square
4. R. to K. fourth square	4. K. to Q. third square
5. K. to his third square	5. K. to Q. fourth square
6. K. to Q. third square	6. K. to Q. B. fourth square
7. R. to Q. fourth square	7. K. to Q. Kt. fourth square
8. R. to Q. B. fourth square	8. K. to Q. Kt. third square
9. K. to Q. fourth square	9. K. to Q. Kt. fourth square
10. K. to adv. Q. fourth square	10. K. to Q. Kt. third square
11. R. to adv. Q. B. fourth square	11. K. to Q. Kt. second square
12. R. to adv. Q. B. third square	12. K. to Q. Kt. square
13. K. to adv. Q. B. fourth square	13. K. to Q. Kt. second square
14. K. to adv. Q. Kt. fourth sq.	14. K. to Q. R. second square
15. R. to adv. Q. B. second square and checks	15. K. to Q. R. square
16. K. to adv. Q. R. or Q. B. 3 sq.	16. K. to Q. Kt. square
17. K. to adv. Q. Kt. third square	17. K. to Q. R. square
18. R. to adv. Q. B. sq. and checkmates.	

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SIXTH SITUATION.

WHITE.	BLACK.
K. at adv. Q. B. fourth square	K. at Q. R. second square
R. at adv. K. Kt. third square	

In this situation yon may checkmate in four moves, without moving your King more than once; for example:

1. K. to adv. Q. B. third square	1. K. to Q. R. third square, or (A.)
2. R. to adv. K. R. third square	2. K. to Q. R. second square, or to Q. R. fourth square

3. R. to adv. K. R. square if the black King be at Q. R. second square, or R. to K. R. fourth square, if the black King be at Q. R. fourth square; in both cases the Rook is one file beyond that on which the black King is; the Black is therefore compelled to play to Q. R thirds quare, and you checkmate him with your Rook at his Q. R. square, or at your Q. R. fourth square.

(A.)

1. K. to adv. Q. B. third square   1. K. to Q. R. or Q. Kt. square
2. R. to adv. K. Kt. sq. & checks   2. K. to Q. R. second square
3. R. to adv. K. R. square: by remaining on this file, you compel him to play to Q. R. third square, and consequently you checkmate him the next move with your Rook at adv. Q. R. square.

You may also checkmate in four moves, beginning with the Rook, but this I shall leave you to find out yourself.

CHAPTER XIV.

Method of drawing the Game with a Bishop against a Rook.

IT is not very difficult to draw the game with a Bishop against a Rook. As it is necessary that the two Kings should be opposite each other (except in the corners of the board) before you can checkmate with the Rook, it follows, that if you can so play your Bishop as to prevent his King facing yours, you will draw the game. It is seldom good play to interpose the Bishop when your King is checked, and your Bishop should generally be at a distance from your King.

The following situation will shew you the proper method of playing both sides.

———

FIRST SITUATION.

WHITE.	BLACK.
K. at K. B. square	K. at adv. K. third square
B. at adv. Q. B. third square	R. at Q. R. third square

WHITE TO MOVE.

1. B. to adv. Q. Kt. second square	1. R. to Q. Kt. third square
2. B. to adv. Q. fourth square	2. R. to adv. Q. Kt. second sq.

3. B. to adv. Q. B. third square   3. R. to adv. K. B. second square

4. K. to K. Kt. square, if you had   and checks

     played K. to his square, you would have lost the game, see (A)

                                   4. K. to adv. K. second square

5. B. to adv. Q. fourth square   5. K. to adv. K. square

6. B. to adv. Q. B. third square   6. R. to K. B. third square

7. B. to adv. Q. Kt. second square   7. R. to K. Kt. 3d. sq. & checks

8. K. to K. R. second square and not to K. R. square, because he would

     play K. to your K. B. second square and win the game

                                     8. K. to adv. K. B. second square

9. K. to K. R. third square   9. R. to adv. K. Kt. third square

                                     and checks

10. K. to K. R. fourth square, &c. : had you played K. to K. R. second

     square, you would have lost the game, see (B.)

K. at K. B. sq.   *K. at adv. K. 3*

B. at adv. Q. B. 3   (A)   *R. at adv. K. B. 2*

4. K. to his square   4. R. to adv. Q. B. second square

5. B. to Q. R. fourth square   5. R. to adv. Q. B. sq. & checks

6. B. interposes   6. R. to adv. Q. Kt. square

7. You are forced to move your K. to K. B. square, and lose your B.

     and consequently the game.   *K. at adv. K. B. 2*

K. at K. R. 3   *R. at adv. K. K. 3*

B. at adv. Q. Kt. 2.   (B)

10. K. to K. R. second square   10. R. to K. Kt. second square

11. B. to adv. Q. B. square   11. R. to K. R. 2d. sq. & checks

12. B. interposes   12. R. to K. R. third square

13. K. to K. R. square   13. R. takes B. and checkmates

The above examples shew that it is not very difficult to draw with a Bishop against a Rook, yet Philidor asserts, page 253, ed. 1777, " that the player having the Bishop, must as speedily as possible, move his King to a corner square, of a different colour from that on

which the Bishop moves, as that is the *only* place where he can be secure of a drawn game ;" that this assertion however, is not correct the foregoing position sufficiently shews. The following is the position alluded to by Philidor:

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SECOND SITUATION.

WHITE.	BLACK.
K. at K. R. square	K. at adv. K. B. third square
B. at K. R. second square	R. at Q. R. third square

In this situation you have only to move your King or Bishop to your Knight's square, òr Rook's second square : for example, suppose the Black begin :

1. R. to adv. Q. R. sq. and checks   1. B. to K. Kt. square
2. If he move K. to adv. K. Kt. third square, you will be stalemated, but if he play

    R. to adv. Q. Kt. square   2. K. to K. R. second square
3. R. to Q. Kt. fourth square   3. K. to K. R. square
4. K. to adv. K. Kt. third square   4. B. to K. R. second sq. & checks
5. K. to adv. K. R. third square   5. B. to K. Kt. square
6. R. to Q. fourth square   6. B. to K. R. second square
7. R. to adv. Q. sq. and checks   7. B. to K. Kt. square
8. If he play the R. on the line of your pieces, you will be stalemated, and if he move

    R. to adv. Q. second square   8. B. to K. third square
9. R. to adv. K. R. second square   .9. K. to K. Kt. square
    and checks
10. R. to adv. K. second square   10. B. to adv. Q. B. fourth square
11. R. to adv Q. B. second square   11. B. to adv. Q. third square, &c.

CHAPTER XV.

*Method of drawing the Game with a Knight against a
Rook.*

ALTHOUGH the Rook is a considerably more power-
ful piece than the Knight, yet it is not able like the
Queen to win the game against a Knight : as however,
the method of drawing is not very easy, I shall point
out to you the proper moves, and also shew you some
positions in which the Rook wins.

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FIRST SITUATION.

BLACK.	WHITE.
K. at adv. K. third square	K. at his own square
R. at adv. Q. R. second square	Kt. at Q. B. square

BLACK TO MOVE.

1. R. to adv. Q. R. square	1. K. to Q. square
2. R. to adv. Q. Kt. square	2. K. to Q. B. second square
3 R. to Q. Kt. fourth square	3. K. to Q. square
4. R. to adv. Q. Kt. second square	4. K. to his square
5. R. to adv. Q. second square	5. Kt. to Q. Kt. third square
6. R. to adv. Q. Kt. 2d. sq. (or A)	6. Kt. to Q. B. square
7. R. to adv. K. B. second square	7. K. to Q. square
8. R. to adv. K. R. second square	8. Kt. to Q. Kt. third square
9. K. to adv. Q. third square	9. Kt. to Q. B. square and checks

at adv. Black
at adv. K. R. 2   62   White
                                               Kt. at 2. B.

10. K. to adv. Q. B. third square	10. Kt. to K. 2d. sq. and checks
11. K. to adv. Q. Kt. second square	11. K. to his square
12. K. to adv. Q. B. second square	12. K. to K. B. square
13. K. to adv. Q. second square	13. Kt. to K. Kt. square
14. K. to adv. Q. square	14. Kt. to K. B. third square
15. R. to adv. K. R. sq. & checks	15. Kt. interposes
16. R. to K. R. fourth square	16. K. to K. Kt. second square
17. K. to adv. K. square	17. Kt. to K. B. third sq. & checks
18. K. to adv. K. second square	18. Kt. to K. Kt. square and checks
19. K. to adv. K. third square	19. K. to K. B. square
20. R. to K. B. fourth sq. & checks	20. K. to his square
21. R. to adv. K. B. second square	21. Kt. to K. R. third square
22. R. to adv. K. Kt. second sq.	22. K. to K. B. square
23. R. to adv. K. R. second square	23. Kt. to K. Kt. square
24. R. to adv. K. B. 2d. square & checks	24. K. to his square
25. R. to adv. Q. Kt. second sq.	25. Kt. to K. B. square, &c.

Kt. at adv. K. 3
a R. at adv. 22nd.   (A.)   *K. at his sq.*
                                        Kt. at 2. Kt. 3

6. R. to adv. Q. B. second sq.	6. K. to Q. square
7. K. to adv. Q. third square	7. Kt. to Q. B. square and checks : if instead of this move you had played Kt. to Q. R. square, you would have lost the game, (see B.)
8. K. to adv. Q. B. third square	8. Kt. to K. second sq. and checks, &c. as before

By carefully pursuing the above system you will always be able to draw the game.

(B.)

	7. Kt. to Q. R. square
8. R. to adv. Q. B. third square	8. You cannot play the Kt. without losing it, and if you move the King he will check you at your Q. B. square and then take the Kt.

SECOND SITUATION.

WHITE.	BLACK.
K. at Q. Kt. square	K. at adv. Q. B. third square
Kt. at Q. R. square	R. at adv. K. fourth square

In this situation the Black will win the game, whether they have the move or not. Suppose the Black begin :

1. R. to adv. K. second square   1. Cannot move the Kt. without losing it, and if you move the K. he will checkmate you at your K. square

Suppose the White begin :

1. Kt. to Q. B. second sq. (or A.)   1. R. to adv. K. second square
2. Kt. to Q. R. third square   2. K. to adv. Q. Kt. third square
3. You must evidently lose the Kt. for if you move it to adv. Q. Kt. fourth square, he will checkmate you, and if you avoid the checkmate he will take the Kt.

(A.)

1. K. to Q. R. second square   1. R. to adv. Q. Kt. fourth square
2. K. to Q. R. third square   2. R. to adv. Q. Kt. second square
3. As the Kt. cannot be moved without being taken, you are forced to move the King, he then checks you at your Q. R. second square, and wins the Kt.

THIRD SITUATION.

WHITE.	BLACK.
K. at K. R. square	K. at adv. K. B. third square
Kt. at K. B. square	R. at adv. Q. R. second square

In this situation the Black will win whether they have the move or not; for example:

Suppose the Black begin.

1. R. to adv. Q. R. square	1. K. to K. Kt. square
2. R. to adv. Q. Kt. square	2. Is forced to move the King
3. R. takes Kt. and wins	

Suppose the White begin:

You are compelled to move the Knight, for if you play King to his Knight's square, Black will move R. to adv. Q. R. square winning the Knight the next move, therefore:

1. Kt. to K. R. 2d. sq. ahd checks   1. K. to adv. K. B. second square
2. If you play Kt. to K. B. square, Black ought not to take it because your King would be stalemated; he ought to play R. to your Q. R. square and afterwards take the Knight; but suppose you play Kt. to K. Kt. 4 sq. and checks   2. K. to adv. K. Kt. third square
3. It is evident that you cannot avoid being checkmated in two moves at most, for if you play your Knight he will check at your Q. R. square, checkmating you or forcing you to interpose your Kt. which he will take and checkmate you; if you play the King you will be checkmated on the move.

The last two situations prove how necessary it is to avoid playing either King or Knight to a corner square, as the Rook usually wins in such cases. It must also be observed, that the Rook usually wins, if the Knight be distant from the King.

CHAPTER. XVI.

Method of checkmating with both Bishops.

It is not very difficult to checkmate with both the Bishops ; the adverse King must however, previously be forced to one of the corners of the board, as the checkmate can be given, only when the King is on the Rook's square, Rook's second square, or Knight's square.

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SITUATION.

WHITE.	BLACK.
King at his square	King at his square
K. Bishop at its square	
Q. Bishop at its square	

WHITE TO MOVE.

1. K. B. to K. R. third square   1. K. to Q. square
2. Q. B. to K. B. fourth square : by this move you confine his King to 12 squares only

           2. K. to his second square
3. K. to his second square   3. K. to K. B. third square
4. K. to K. B. third square   4. K. to his second square
5. K. B. to adv. K. B. fourth sq.   5. K. to K. B. third square
6. K. to K. Kt. fourth square   6. K. to his second square
7. K. to adv. K. Kt. fourth sq.   7. K. to Q. square, or (A) (B)
8. K. to adv. K. B. third sq.   8. K. to his square

9. Q. B. to adv. Q. B. second sq.	9. K. to K. B. square
10. K. B. to adv. Q. second sq.	10. K. to K. Kt. square
11. K. to adv. K. Kt. third square	11. K. to K. B. square
12. Q. B. to adv. Q. third square & checks	12. K. to K. Kt. square
13. K. B. checks	13. K. to K. R. square
14. Q. B. checkmates	

(A.)

	7. K. to his square
8. K. to adv. K. B. third square	8. K. to Q. square
9. Q. B. to adv. Q. third square	9. K. to his square
10. Q. B. to adv. Q. B. second square and then K. B. as before.	

(B.)

	7. K. to K. B. second square
8. Q. B. to adv. Q. third square should play K. to adv. K. B. third square, as before, therefore	8. If he play K. to his square, you K. to K. Kt. second square
9. K. B. to adv. K. third square.	9. K. to K. R. second square
10. You must be careful not to play Q. B. to adv. K. fourth square, because you would stalemate him, the proper move is Q. B. to adv. K. B. square	10. K. to K. R. square
11. K. to adv. K. B. third square and not to adv. K. Kt. third square	11. K. to his R. second square
12. K. to adv. K. B. second square	12. K. to K. R. square
13. Q. B. checks	13. K. to K. R. second square
14. K. B. checkmates.	

You will observe by the above, that your own King must be played either to the Knight's third square, or Bishop's second square before you can checkmate.

CHAPTER XVII.

Remarks concerning the King.

It has been already remarked that one King cannot attack the other; it follows, of course, that there must always be at least one square between the two Kings; hence the following situations will shew you that the King has considerable power in preventing the advance of the adverse King, and in cutting him off from the occupation of many squares; for example:

———

FIRST SITUATION.

| WHITE. | BLACK. |
| K. at Q. fourth square | K. at his third square |

In this position your King prevents your adversary from occupying his Queen's or King's fourth square, but if your King were at his own fourth square, he would entirely prevent the black from occupying any square on the horizontal line between the two Kings (provided the Black were to move first) and of course his King could never move to any square behind your

King, therefore, if the situation of the pawns or pieces were such that he could not win without passing that line, you would be able to draw the game : suppose him to play (your King being at his fourth square)

BLACK.	WHITE.
1. K. to Q. third square	1. K. to Q. fourth square
2. K. to Q.B. third square	2. K. to Q. B. fourth square
3. K. to Q. Kt. third square	3. K. to Q. Kt. fourth square

By thus playing your King always opposite to his, he never will be able to pass beyond the line he at present occupies. In this situation the Kings are said to be in opposition, and as it is his move, *you* have the opposition or the power of continuing it or not, as may best suit your game. This opposition may equally occur on the horizontal lines ; for example : suppose his King at his Q. Rook third square, and your King at your adversary's Q. B. third, or his King at your Q. fourth square, and yours at your Q. Kt. fourth square.

Let us now resume the foregoing position, and suppose that on the fourth move, instead of playing King to Q. R. third square, or back to Q. B. third square, he move as follows:

4. K. to Q. B. second square	4. K. to adv. Q. B. fourth square :

by this move you continue the opposition and confine his King to two lines of the board

5. K. to Q. Kt. square	5. K. to adv. Q. Kt. third square

You now confine his King to one line, while your own King has the range of six lines. Place the pieces as before, viz :

BLACK.	WHITE.
King at his third square	King at his fourth square

Suppose now that your adversary play King to his second square, and that the situation of your Pieces would not allow your King to go beyond his half of the board, and also that it were of consequence to prevent the Black from occupying the horizontal line running from Black's K. R. fourth square to Q. R. fourth square. What move ought you to make? simply move as your adversary does, that is, when he moves back, you do the same : when he moves laterally, so do you ; for example :

BLACK.	WHITE.
1. K. to his second square	1. K. to his third square
2. K. to Q. second square	2. K. to Q. third square
3. K. to Q. B. square	3. K. to Q. B. second square
4. K. to Q. square	4. K. to Q. second square
5. K. to his square	5. K. to his second square
6. K. to K. B. second square	6. K. to K. B. third square
7. K. to K. Kt. third square	7. K. to K. Kt. fourth square

You see by this, that he who has the opposition can always prevent the adversary from occupying the line between the two Kings, provided there are no Pieces or Pawns in the way. It is of great consequence to pay particular attention to this power of the King; for many games with Kings and Pawns only on the board, are won or drawn by one party being able to gain the opposition : this is a part of the game but little understood, even by tolerable players.

SECOND SITUATION,

WHITE.	BLACK.
K. at his fourth square	K. at his third square

In this situation if it were your move, it is evident from what has been already shewn, that your adversary can prevent your King from occupying any of the lines beyond that on which he is at present placed; but suppose the Black were to begin, he cannot prevent your moving your King either to Black K. R. second square, or to Black Q. R. second square, he may prevent which he pleases, but he cannot prevent both, and if the winning of the game depended on your occupying one of those two squares, your adversary would of course lose.   Suppose he play as follows:

BLACK.	WHITE.
1. K. to K. B. third square	1. K. to adv. Q. fourth square,

then to adv. Q. B. third square, Q. Kt. second square, and Q. R. second square

Or suppose he begin with

1. K. to Q. third square	1. K. to adv. K. B. fourth square,

then to K. Kt. third square and K. R. second square

But it is rather more difficult if he play

1. K. to his second square	1. If you were to play to adv. K. B

fourth square, or adv. Q. fourth square, you would lose the opposition, because he might play K. to K. B. second square, or to Q. second square, and you would be prevented from passing the

line between the two Kings, and consequently, would never be able to occupy either his K. R. second square or Q. R. second square; you should play as follows:

K. to adv. K. fourth square

By this move you keep the opposition and force his King to move to K. B. square or K. B. second square, in which case, you play your King to adv. Q. third square, and in three moves, you will occupy his Q. R. second square; or if he move to Q. square or to Q. second square, you play your King to adv. K. B. third square, and in two moves to his K. R. second square; but if he play,

2. K. to his square   2. You must not play K. to Q. third square, or to K. B. third square, because he would gain the opposition as before, you ought to move

K. to adv. K. third square

3. Is compelled to move either to K. B. square or to Q. square, and by playing in the former case to adv. Q. second square, and in the latter, to adv. K. B. second square you will be able to occupy either his K. R. second square or Q. R. second square

CHAPTER XVIII.

Remarks concerning the Pawns.

A thorough knowledge of the method of playing
Pawns properly, is so indispensably necessary to those
who wish to become eminent players, that I shall de-
vote a considerable portion of the following pages to
your instruction on that subject, and I trust that by
an attentive perusal and examination of the situations
I shall give, and particularly of the *principles* on which
the play is founded, you will be able in a comparatively
short time, to play Pawns at the end of the game, in a
scientific manner;* it is of great importance to under-
stand this part of the game well, and you will often de-
rive considerable advantage from your superior know-
ledge of it; for example: suppose you have discovered
that the position of your Pawns is such as would give
you a decided advantage over your adversary if you
could exchange pieces and reduce the game to Pawns
only, you immediately endeavour to effect those ex-
changes, and your adversary not being perhaps so well
acquainted with playing Pawns as yourself, will proba-

* It is surprising how few persons play one or two Pawns well at the
end of the game, yet surely it is less difficult to play one or two pieces
well than eight or ten.

bly not endeavour to prevent it; if, on the contrary, you find his Pawns better placed than yours, you will try to make the position equal, before you permit the exchange of pieces.

I shall begin by shewing you some easy situations of Pawns only, we shall then proceed to others of one or more Pawns against a Piece, and afterwards with one or more Pawns and a Piece against a Piece. Whenever the position of the Kings is not given, you are to suppose them too far removed from the Pawns to be of any use in playing them, or that they are in such situations that they cannot move without the evident loss of the game.

CHAPTER XIX.

A Pawn against a Pawn.

The two Pawns on the same file, and not passed.

────

FIRST SITUATION.

WHITE.	BLACK.
P. at Q. R. second square	P. at Q. R. second square

THIS is a very simple situation, and if neither party had any other piece to move, the game would of course be drawn, as neither Pawn can pass the other, it is immaterial which begins. But if there were other pieces on the board, it may be of great importance who has the move; for example, suppose the situation as follows ;

────

SECOND SITUATION.

WHITE.	BLACK.
K. at K. R. square	K. at K. third square
Pawn at Q. R. second square	P. at Q. R. second square
	P. at adv. K. R. second square

P. at K. Kt. second square   P. at adv. K. Kt. third square

P. at adv. K. B. third square

P. at adv. K. fourth square

P. at adv. Q. third square

The winning or drawing the game in this position depends entirely on who is to begin; if you play first the game will be drawn, if your adversary, you will win. Suppose then that you begin as follows.

1. Q. R. P. one square	1. Q. R. P. one square
2. Q. R. P. one square	2. Q. R. P. one square

Had you begun with **Q. R. P.** two squares, Black would have played the same, and the position would be like the present. You are now compelled to move one of the other Pawns; for example:

3. Q. P. one square	3. K. takes Q. P.
4. K. B. P. one square	4. K. to K. second square
5. K. P. one square	5. K. to K. B. square
6. K. P. one square and checks	6. K. takes P.
7. P. becomes a Q. and checks	7. K. takes Q. and the game is drawn as White is stalemated.

But suppose the Black begin as follows:

1. Q. R. P. one square. If he had moved it two squares, you should move yours also 2 sq.	1. Q. R. P. one square
2. Q. R. P. one square	2. Q. R. P. one square
3. K. to Q. second square, or to K. B. second square	3. K. B. P. one square; or Q. P. one square, and afterwards advances the Pawn to Queen.

If the Black's Q. R. Pawn, instead of being at Q.R. second square, had been at Q. R. third square, you

CHAPTER XIX.

A Pawn against a Pawn.

The two Pawns on the same file, and not passed.

FIRST SITUATION.

WHITE.	BLACK.
P. at Q. R. second square	P. at Q. R. second square

THIS is a very simple situation, and if neither party had any other piece to move, the game would of course be drawn, as neither Pawn can pass the other, it is immaterial which begins. But if there were other pieces on the board, it may be of great importance w ho has the move ; for example, suppose the situation as follows ;

SECOND SITUATION.

WHITE.	BLACK.
K. at K. R. square	K. at K. third square
Pawn at Q. R. second square	P. at Q. R. second square
	P. at adv. K. R. second square

P. at K. Kt. second square   P. at adv. K. Kt. third square

P. at adv. K. B. third square

P. at adv. K. fourth square

P. at adv. Q. third square

The winning or drawing the game in this position depends entirely on who is to begin; if you play first the game will be drawn, if your adversary, you will win. Suppose then that you begin as follows.

1. Q. R. P. one square	1. Q. R. P. one square
2. Q. R. P. one square	2. Q. R. P. one square

Had you begun with **Q. R. P.** two squares, Black would have played the same, and the position would be like the present. You are now compelled to move one of the other Pawns; for example :

3. Q. P. one square	3. K. takes Q. P.
4. K. B. P. one square	4. K. to K. second square
5. K. P. one square	5. K. to K. B. square
6. K. P. one square and checks	6. K. takes P.
7. P. becomes a Q. and checks	7. K. takes Q. and the game is drawn as White is stalemated.

But suppose the Black begin as follows :

1. Q. R. P. one square. If he had moved it two squares, you should move yours also 2 sq.	1. Q. R. P. one square
2. Q. R. P. one square	2. Q. R. P. one square
3. K. to Q. second square, or to K. B. second square	3. K. B. P. one square; or Q. P. one square, and afterwards advances the Pawn to Queen.

If the Black's **Q. R. Pawn**, instead of being at Q.R. second square, had been at Q. R. third square, you

would win whether you begin or not; this is owing to the power your own Q. R. Pawn has of moving one or two squares, and by that means of gaining the move; if you begin you must play your Pawn one square only; if you be second player you must advance it two squares, and the position will be as above. If, on the other hand, your Pawn were advanced one square, and his unmoved, he would draw the game, whether he begin or not, because he could gain the move in like manner with his Pawn.

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THIRD SITUATION.

WHITE.	BLACK.
K. at adv. K. Kt. third square	K. at K. Kt. square
P. at adv. K. Kt. second square	P. at Q. R. second square
P. at Q. R. second square	

In this situation you will win whether you begin or not; this is owing to your King having the power of moving, which his has not; it is, however, by no means indifferent whether you begin with the King or with the Pawn; if with the latter, you cannot win the game; for example:

1. Q. R. P. one square   1. Q. R. P. two squares
2. If you move the Pawn, his King will be stalemated, and if you play K. to adv. K. B. third square   2. Q. R. P. one square
3. If you return to adv. K. Kt. third square, Black will be stalemated; if you play elsewhere, you will lose K. Kt. Pawn, and though you can gain his Q. R. P. yet you cannot win the game with yours

Suppose you had begun as follows:

1. Q. R. P. two squares   1. If he were to play the same, he
                                   would lose, therefore,
                                   'Q. R. P. one square

2. K. to adv. K. B. third square   2. Q. R. P. one square, and the
     position is the same as before, except that your Pawn is advanced
     one step further, but which makes no difference in the result.

This shews you that by playing the Pawn one or two squares you cannot win the game ; you ought to play as follows :

1. K. to adv. K. B. third square: this move will win you the game : observe the reason : if he move his King, you will advance yours to adv. K. B. second square, and then push the Pawn to Queen; you therefore compel him as his best move to play the Pawn : now whether he play it one or two squares, you, as last player, can gain the move by playing yours one or two squares. It appears then, that the reason you could not win when you began with the Pawn was, because *he* had the option of playing his Pawn one or two squares after yours had been played, and thereby gaining the move on you. Recollect of what importance it is for the last player to be able to move his Pawn one or two squares. Suppose he play

                         1. Q. R. Pawn two sq. or (A.)

2. Q. R. P. two squares   2. Is now forced to play his King,
     which enables you to advance yours to his K. B. second sq. &c.

(A.)

                         1. Q. R. P. one square

2. If you were to play Q. R. P. two squares, the game would be drawn, you should therefore play it only one square ; if he advance his one square, you should play yours also another square, and the position will be as before. You may also, on your second move, play

	K. to adv. K. Kt. third square	2. Q. R. P. one square
3. K. to adv. K. B. third square	3. Q. R. P. one square
4. K. to adv. K. Kt. third square	4. Q. R. P. one square
5. K. to adv. K. B. third square	5. K. to K. R. second square

6. K. to adv. K. B. second square, and then advances the Pawn to Queen; this is not so short a method as the above, nor could you have gained the move with the King, had he begun with Q. R. P. two squares.

The two Pawns on the same file and both passed.

FIRST SITUATION.

WHITE.	BLACK.
Pawn at adv. Q. B. fourth square	Pawn at adv. Q. B. fourth square

In this and similar situations, he who first advances to Queen will win, for though the other may also make a Queen yet she will be immediately taken by the adversary. The following situation will shew you the advantage of knowing the above rule.

SECOND SITUATION.

WHITE.	BLACK.
King at his square	King at adv. K. third square
Rook at Q. R. square	Rook at adv. Q. B. fourth square
Pawn at adv. K. R. fourth sq.	Pawn at K. fourth square
	Pawn at K. B. fourth square
	Pawn at K. Kt. fourth square

Black had the move and played as follows:

1. Rook to adv. K. R. fourth square : this appears to be a very good move, because it attacks a Pawn that cannot be defended, and threatens a checkmate the next move; it is however, very bad play, for White will now win the game.

	1. R. to Q. R. third sq. and checks
2. K. to adv. K. fourth square	2. R. to Q. R. fourth sq. & checks
3. K. to Q. fourth square	3. R. takes R.
4. Pawn takes R.	4. K. R. P. one square
5. P. to adv. K. R. third square	5. K. R. P. one square
6. P. to adv. K. R. second square	6. K. R. P. becomes a Queen first, and of course wins

Black lost because he forgot that his Pawn after taking the White Rook would be on the same file as his adversary's, and that White having the move would make the first Queen.

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A Pawn on the King's Rook's file and the adversary's Pawn on the Queen's Rook's file.

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FIRST SITUATION.

White Pawn at K. R. fourth square   Black Pawn at Q. R. fourth sq.

In this situation the first player will win, because he will make a Queen first and be able to take the adversary's if he pushes on to Queen, in the same manner as on the files; the distance between the two files often

causes mistakes to be be made, you should there-
fore examine attentively the number of moves each
player must make, before the Pawn can become a
Queen; in the above situation, each must make four
moves; the number therefore being equal, the first
player will win. The following situation will shew
you how to take advantage of the knowledge of this
rule.

SECOND SITUATION.

WHITE.	BLACK.
King at adv. K. B. fourth square	King at adv. Q. B. fourth square
Bishop at K. Kt. second square	Rook at adv. Q. fourth square
Knight at K. B. fourth square	Pawn at Q. R. fourth square
Pawn at K. R. fourth square	Pawn at Q. Kt. second square
	Pawn at Q. fourth square

WHITE TO MOVE.

1. B. takes P. and checks	1. R. takes B.
2. Kt. takes R.	2. King takes Kt.
3. P. one square	3. Q. R. P. one square
4. P. one square	4. Q. R. P. one square
5. P. one square	5. Q. R. P. one square

6. Pawn becomes a Queen and prevents the adv. Pawn from advancing
to Queen, and consequently wins the game.

White did very properly to take the Pawn with the
Bishop, because after the exchange of pieces, he has
to move, and the Rook's Pawns being at equal dis-
tances from their eighth squares of course he makes a
Queen first. Black did wrong to take the Bishop,
because he made it easy for the White to win; he
ought to have moved the King.

Two Pawns not passed, on adjoining files.

FIRST SITUATION.

WHITE	BLACK.
K. at adv. K. Kt. third square	K. at K. R. square
P. at adv. K. R. second square	P. at Q. R. third square
P. at Q. Kt. third square	

It is evident that neither of the Pawns on the Queen's side can advance to Queen without being put *en prise;* he who is first obliged to put his Pawn *en prise* will not win, nor will he always lose, as shall presently be shewn. Suppose that in this position you have the move, you will win by playing as follows :

1. Q. Kt. P. one square   1. Q. R. P. one square
2. If you were to take the Pawn, you would play ill, because you would stalemate the Black instead of winning the game ; you should play

    Q. Kt. P. one square   2. Q. R. P. one square
3. Q. Kt. P. one square   3. Q. R. P. one square
4. Q. Kt. P. one square   4. Q. R. P. one square
5. Pawn becomes a Queen or Rook and checkmates.

It sometimes however happens that you cannot win ; for example :

SECOND SITUATION.

WHITE.	BLACK.
King at adv. K. Kt. third square	King at K. R. square

Pawn at adv. K. R. second square   Pawn at Q. R. fourth square
Pawn at Q. Kt. third square

<div align="center">BLACK TO MOVE.</div>

BLACK.	WHITE.
1. Q. R. P. one square	1. Your best move is to take the
Pawn, for if you do not you will lose ;	for example :
	Q. Kt. P. one square
2. Q. R. P. one square	2. Q. Kt. P. one square
3. Q. R. P. one square	3. Q. Kt. P. one square
4. P. becomes a Q.	4. Q. Kt. P. one square
5. Q. checks at adv. Q. Kt. square and then takes Q. Kt. P. and wins	
easily.	

Two Pawns on distant files.

SITUATION.

White Pawn at Q. fourth square   Black Pawn at Q. Kt. fourth sq.

As the Pawns are equidistant from the last line, they will each become a Queen, it matters not which has the move, but if White's Pawn were at Queen's third square he must begin in order to make a Queen.

CHAPTER XX.

One Pawn against two united Pawns.

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FIRST SITUATION.

WHITE.	BLACK.
Q. Kt. P. at its third square	Q. Kt. P. at its square
Q. B. P. at its third square	

The two Pawns will win. Though this is a simple and easy position, yet it is not indifferent with which Pawn the White begins, for if he were to play Queen's Knight's Pawn one square, Black would advance Queen's Knight's Pawn two squares, stopping the White Pawns, and supposing the White had nothing else to play, he would be obliged to sacrifice Queen's Bishop's Pawn and each party would make a Queen. White ought to begin with Queen's Bishop's Pawn one square, then Queen's Knight's Pawn's one square and afterwards Queen's Bishop's Pawn. In the following position by taking proper advantage of your isolated Pawn you win the game.

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SECOND SITUATION.

WHITE.	BLACK.
K. at K. B. fourth square	K. at K. B. third square
Kt. at Q. B. third square	B. at Q. Kt. third square

P. at Q. Kt. fourth square   P. at Q. R. second square

P. at adv. K. R. fourth square   P. at Q. B. second square

WHITE TO MOVE.

1. Kt. to adv. Q. 4th sq. & checks   1. K. to K. Kt. second square
2. Kt. takes B.   2. Q. R. P. or Q. B. P. takes Kt.
3. Q. Kt. P. one square : this is the move which decides the game in your favour, as you thereby prevent the advance of his Pawns

                                   3. K. to K. R. third square

4. K. to K. Kt. fourth square   4. K. to K. R. second square
5. K. to adv. K. Kt. fourth square   5. K. to K. Kt. second square
6. K. R. P. checks   6. K. to K. R. second square
7. K. to adv. K. R. fourth square   7. K. to K. R. square
8. K. to adv. K. Kt. third square   8. K. to K. Kt. square
9. K. R. P. checks   9. K. to K. R. square
10. K. to adv. K. R. third square   10. Is compelled to advance the Pawn, which you take, and in two moves making a Queen or Rook you checkmate.

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THIRD SITUATION.

WHITE.   **BLACK.**

K. at K. R. second square   K. at K. B. second square

P. at adv. K. second square   P. at adv. K. R. third square

P. at adv. K. B. third square   P. at adv. K. Kt. second square

P. at Q. R. second square   P. at Q. Kt. fourth square

P. at Q. Kt. second square

In this situation, as neither of the Kings can quit the Pawns on the King's side, the game will depend entirely on the manner of playing the Pawns on the Queen's side: whether you have the move or not you should begin with Q. R. P. one square, then Q. Kt. P.

one square; afterwards Q. R. P. one square, and you will easily win; but if you were to play Q..Kt. P. two squares for the first move, you would not win; for example:

1. Q. Kt. P. two squares   1. K. to his square

2. It is evident that if you do not advance your Rook's Pawn two squares you cannot possibly win, because he will play his King alternately to his K. B. second square, and to his own square. Perhaps on looking attentively you may think you ought to advance the Pawn, because he will be obliged to take with his Q. Kt. P. you then advance your Q. Kt. Pawn towards Queen, and though he will make a Queen first, yet your Pawn on becoming a Queen will check his King, and compel him to move to Q. second square, or to K. B. second square; and then you make a second Queen with your King's Pawn, at the same time checking his King, and you would easily win, having two Queens to his one. I do not certainly suppose that you can calculate so far, but there are many players who seeing all this and no more, would not hesitate to make the move, being sure of winning the game. I shall proceed to shew you that it would be very bad play, as Black will be able to make a move that will frustrate your plan and cause you to lose the game. Suppose then that on your second move you play

2. Q. R. P. two squares   2. P. takes P.

3. Q. Kt. P. one square   3. P. to adv. Q. R. third square

4. Q. Kt. P. one square   4. P. to adv. Q. R. second square

5. Q. Kt. P. one square   5. K. Kt. P. one square becomes a Queen and checks: this is the decisive move which wins the game. If you do not take the Queen, he will move her to his Q. Kt. third square, and will then take your Q. Kt. P. therefore

6. K. takes Q.   6. P. to adv. Q. R. square becomes a Queen and checks, and afterwards plays Queen to adv. Q. Kt. second square checks and wins Q. Kt. P. and the game.

This is a very improving situation, and I request you to study it attentively. If Black on the fifth move had advanced his Pawn to your Q. R. square instead of first sacrificing the K. Kt. Pawn, you would certainly have won the game, because your Pawn at the moment of making a Queen would have checked his King, but Black by judiciously sacrificing a Pawn, forces you to move to a square which enables him to check you at the moment he advances to Queen, and prevents your Pawn from becoming a Queen. You observe that it is not enough to know that each will make a Queen, you must also ascertain if he attack your King the moment he makes a Queen, or if by a previous move he can force you to a square that will be attacked by the new Queen. I shall have occasion to speak of this more fully hereafter.

CHAPTER XXI.

Two united against two separated Pawns.

FIRST SITUATION.

WHITE.	BLACK.
Q. Kt. Pawn and	Q. R. Pawn and
Q. R. P. at their squares	Q. B. P. at their squares

In this situation the united Pawns will win whether they have the move or not; for example: suppose you begin

1. Q. Kt. P. two squares. If you had played this Pawn only one square, you would lose: see (A.)
   1. Q. B. P. one square
2. Q. R. P. two squares: you might also play it one square
   2. Q. R. P. one square
3. Q. R. P. one square
   3. Must advance Q. B. P. one sq. which you take, &c.

(A.)

1. Q. Kt. P. one square
   1. Q. B. P. two squares
2. Q. R. P. one square. If you advance it two squares, Black will do the same
   2. Q. R. P. one square
3. Q. R. P. one square
   3. Q. R. P. one square
4. As you are forced to advance Q. Kt. P. you of course lose.

The reason of your losing the game by advancing Q. Kt. Pawn one square only, is this. After he has

played his Q. B. P. two squares you each remain with a Rook's Pawn unmoved; the position is therefore reduced to two Pawns on the same perpendicular line not passed, see page 75, where I have shewn you that the last player can frequently win the game, from the power he has of gaining the move by advancing his Pawn one or two squares; in the present instance, your adversary is last player, he can therefore gain the move on you and force you to lose the game; if his Pawn had already been moved you would win from the circumstance of your Pawn being able to move one or two squares. But perhaps, you will ask, how is it that the White wins by playing Q. Kt. P. two squares? for after the Black has played Q. B. P. one square, the Rook's Pawns remain in the same situation as before, and White is to play: the reason is obvious: the black Pawn has not indeed moved, but he has no longer the power of moving it two squares without putting it *en prise* of your Q. Kt. Pawn, he can therefore no longer gain the move as before.

SECOND SITUATION.

BLACK.
Q. Kt. Pawn ⎱ at their squares
Q. B. Pawn ⎰

WHITE.
Q. R. Pawn ⎱ at their squares
Q. Pawn ⎰

In this situation the first player will lose, it is how-ever, by no means easy for the second player to win. Suppose the White to begin.

1. Q. B. P. two squares or (A.) (B.)   1. Q. R. P. two squares. Had he played this Pawn one square only, or Q. P. one square he would not have won (see D.)

2. If Q. B. P. one sq. Black plays   2. Q. R. P. one square
   If Q Kt. P. one square   Q. B. P. one square

The White is now compelled to play one of the Pawns *en prise,* Black of course takes it and wins.

<div align="center">(A.)</div>

1. Q. B. P. one square   1. Q. R. P. one square: no other move would win

2. If Q. B. P. one square, Black will play Q. R. P. one square, and the position will be as before, therefore
   Q. Kt. P. one square, or (C.)   2. Q. P. one square: this is the only move to win

3. If Q. B. P. one sq. Black plays 3. Q. R. P. one square
   If Q. Kt. P. one square   Q. P. one square

Thus compelling the White to put one of the Pawns *en prise.*

<div align="center">(B.)</div>

1. Q. Kt. P. two squares   1. Q. P. two squares

2. If Q. Kt. P. one square, Black plays   2. Q. P. one square
   If Q. B. P one square   Q. R. P. one square

Black of course wins.

<div align="center">(C.)</div>

2. Q. Kt. P. two squares   2. Q. P. two squares and wins

<div align="center">(D.)</div>

1. Q. B. P. two squares   1. Q. P. one square
2. Q. Kt. P. two squares   2. Q. R. P. one square

3. Q. B. P. one square	3. P. takes P.
4. P. takes P.	4. Q. R. P. one square

5. Pawn one square becomes a Queen in two moves, and takes the black Pawn if it advance to Queen.

If the Black play first, the method of winning for the White is the same; that is, when the Black plays his Q. Pawn, you play your Q. Kt. P. when he plays his Q. R. Pawn, you play your Q. B. P. and always the same number of squares; any other way of playing either draws or loses the game: this you may practise by yourself, observing that the game is supposed to be drawn if each player make a Queen.

CHAPTER XXII.

Two united Pawns against two united Pawns.

FIRST SITUATION.

WHITE.	BLACK.
Q. R. P. at its fourth square	Q. R. P. at its third square
Q. Kt. P. at its fourth square	Q. Kt. P. at its third square

IN similar situations the last player has an advantage, because he can either force his adversary to move some other piece, or after the exchange of Pawns he will have the move; for suppose the Black to move and that he can play nothing but the Pawns without losing the game, you will certainly win, for whichever Pawn he plays, you move the one he attacks, and prevent his moving the other: but suppose it suited you to remain with the move after the Pawns are blocked, you should take his Pawn instead of advancing your own. The following situation will shew this more clearly.

SECOND SITUATION.

WHITE.	BLACK.
K. at adv. K. R. third square	K. at K. Kt. square
P. at adv. K. Kt. second square	Q. R. P. at its third square

Q. R. P. at its fourth square   Q. Kt. Pawn at its third square

Q. Kt. Pawn at its fourth square

In this situation your object should be to force his King to move, that you may be able to play your King to adv. K. R. second square, and then advance K. Kt. P. to Queen; this you can effect whether you begin or not. Suppose the Black begin

1. Q. R. P. or Q. Kt. P. one sq.   1. Ought not to take the Pawn, but should advance the attacked Pawn

2. Black is now compelled to move King to K. B. second square : you play your King to adv. K. R. second square, and then advance K. Kt. P. &c.

Suppose the White begin

1. .K. to adv. K. Kt. third square   1. Q. Kt. P. one square

2. Must not play Q. R. P. to adv. Q. R. fourth square, because Black would be stalemated, therefore

P. takes P.   2. P. takes P. or (A.)

3. K. to adv. K. B. third square   3. Is compelled to play K. to K. R. second square

4. K. to adv. K. B. second square, and then K. Kt. P. one square, &c.

(A.)

                       2. Q. R. P. one square

3. Must not take Q. R. P. you should play

P. to adv. Q. Kt. third square   3. P. takes P. or plays one square

4. P. to adv. Q. Kt. second square   4. P. one square

5. P. becomes a Queen or Rook and checkmates

THIRD SITUATION.

WHITE.   BLACK.

Q. R. P. } at their third squares   Q. R. P. } at their third squares
Q. Kt. P. }   Q. Kt. P. }

In situations similar to the above, where neither party has any thing to play besides the Pawns without losing, he who moves first will lose; for example: suppose Black to play Q. Kt. Pawn, White should also play Q. Kt. Pawn, and Black having nothing better to play than Q. R. Pawn must of course lose; had he begun with Q. R. Pawn, White should do the same.

FOURTH SITUATION.

WHITE.   BLACK.

Q. R. P. and } at their squares   Q. R. Pawn at its square
Q. Kt. P. }   Q. Kt. Pawn at its third square

In this situation you will win whether you play first or not, supposing that your adversary has nothing better to play than the Pawns; this arises from your being able to play *both* your Pawns either one or two squares, whereas only *one* of his has that privilege; were one of your Pawns at its third square, you could not gain unless you were last player.

FIFTH SITUATION.

WHITE.   BLACK.

Q. R. P. and } at their squares   Q. R. P. and } at their squares
Q. Kt. P. }   Q. Kt. P. }

In this situation the first player will lose if he have nothing better to play than the Pawns, and for the same reason as before, for the moment Black has played one of his Pawns, you will have *two* Pawns that can be played one or two squares, and he only *one*; all you have to observe is to play your Pawns precisely as he does his.

SIXTH SITUATION.

WHITE.		BLACK.	
Q. R. Pawn	} at their squares	Q. Kt. Pawn	} at their squares
Q. Kt. Pawn		Q. B. Pawn	

In this position the first player will lose ; for example : suppose the Black begin

1. Q. B. P. two squares, or (A.)   1. Q. R. P. two squares
2. If he play Q. B. P. one square, you play Q. R. P. one square, but if
    Q. Kt. P. one square   2. Q. Kt. P. one square
3. Must lose

(A.)

1. Q. Kt. P. one square   1. Q. Kt. P. one square
2. Q. B. P. one square   2. Q. R. P. one square
3. If Q. Kt. P. one square you do the same ; but if Q. B. P. one sq.
    you move Q. R. P. one square, &c.

All you have to observe is to play your Q. Kt. P. as he plays his, and your Q. R. P. in the same manner as he plays his Q. B. Pawn. If you begin, he must play in the same manner or he cannot win.

CHAPTER. XXIII.

Two united Pawns against three united Pawns.

THE three Pawns will win, if properly played, except in position like the following:

WHITE.		BLACK.	
Q. Kt. Pawn	} at their squares	Q. R. Pawn	}
Q. B. P.		Q. Kt. Pawn	} at their third squares
		Q. B. Pawn	}

Suppose Black to play Q. Kt. Pawn, he cannot win, because you would play Q. Kt. Pawn two squares, which would prevent the advance of his Pawns, and if he had nothing to play but the Pawns, he would lose.

CHAPTER XXIV.

WE shall now proceed to examine situations in which one party has two or more Pawns against a Piece, supposing frequently the Kings, from one of the before-mentioned causes, unable to move to advantage.

It will not be necessary to give an example of one Pawn against a Piece, because unless it be considerably advanced, it can always be stopped or taken. It will however be useful to instruct you how to know whether your King, when at some distance, can prevent a Pawn from becoming a Queen, without counting every square with the fingers as some players do.

The rule is, that when your King is in the quadrangle formed by the square on which the Pawn stands, and the square where it will become a Queen, he will stop the Pawn, whether he have the first move or not; for example:

FIRST SITUATION.

WHITE.	BLACK.
K. at adv. K. B. fourth square	P. at Q. Kt. fourth square

Here the four corners of the quadrangle formed by Pawn and the square where it will become a Queen, are Black Q. Kt. fourth square, K. B. fourth square,

and White's Q. Kt. square, and K. B. square, the
White King on adv. K. B. fourth square is evidently
in the quadrangle, and can therefore stop the Pawn,
or take it if it become a Queen, whether he have the
first move or not.

If the White King were at his Knight's third square,
that is *beyond* the quadrangle, he will not be able to
stop the Pawn unless he play first, and it is indifferent
whether he move the King to K. B. second, third, or
fourth square, as all those squares are in the quadrangle.

SECOND SITUATION.

WHITE.	BLACK.
K. at K. R. square	P. at Q. Kt. second square

In this position, though the King is in the quadrangle
formed by the Pawn and White Q. Kt. square, yet he
will not stop the Pawn unless he have the move: this
is solely owing to the Pawn being able to move two
squares at first; for if the Black begin, he will move to
Q. Kt. fourth square, and White will be two moves
beyond the square, and therefore cannot prevent the
Pawn from winning.

It however often happens that your own pieces or
your adversary's, prevent your King from moving the
shortest way; for example :

F

THIRD SITUATION.

WHITE.	BLACK.
K. at Q. Kt. fourth square	K. at K. B. square
Kt. at adv. Q. R. second square	B. at K. fourth square
P. at adv. Q. B. third square	P. at adv. K. third square

In this situation, his Bishop prevents your King from moving to **Q. B.** third square, so as to be in the quadrangle; therefore if you had no Pawn you could not prevent his Pawn from becoming a Queen, but having a Pawn at adv. **Q. B.** third square, you will draw the game by sacrificing it; you should therefore play

1. Q. B. P. one square   1. Must take it with the Bishop to prevent its becoming a Queen

2. K. to Q. B. third square   2. If he advance the Pawn, you will gain it by playing to Q. second square, and if

                                B. to Q. Kt. third square

3. Kt. to adv. Q. Kt. fourth sq.   3. K. to his second square

4. K. to Q. third square, and afterwards moves Kt. to Q. B. third sq. or Q. fourth square, and then attacks the Pawn with it, &c.

In the following situation, though very similar to the former, the Black will win by a scientific move.

———

FOURTH SITUATION.

WHITE.	BLACK.
K. at Q. Kt. fourth square	K. at K. B. square
Kt. at adv. K. R. third square	B. at K. fourth square
P. at adv. Q. B. third square	P. at adv. K. third square

1. P. one square	1. B. takes P.
2. K. to Q. B. third square	2. B. to adv. K. B. fourth square
3. Kt. removes	3. P. one square and afterwards becomes a Queen

You observe that by advancing the Pawn, his Bishop prevents your moving to your Q. second square: the only move you had in the former situation to stop the Pawn. This arose from the peculiar situation of your Knight, for had it been on almost any other square you would not have lost. It is scarcely necessary to add, that if you had allowed him to take the Knight with the Bishop, he would easily have won.

CHAPTER XXV.

Two united Pawns against a Knight.

IT is evident that in order to prevent the Pawns from advancing to Queen, it is necessary that the Knight either stop their progress or capture them ; but if he take one of them, it must be in such a position that the other cannot escape him : hence it follows that the two Pawns arrived at their seventh squares inevitably win ; for example :

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FIRST SITUATION.

WHITE.	BLACK.
K. B. P. at adv. K. B. second sq.	Kt. at Q. third square
K. Kt. P. at adv. K. Kt. second sq.	

It is clear that the Knight can do nothing better than take K. B. P. and it is equally so that White will advance the other Pawn to Queen.

The Pawns will also win against the Knight if they be both advanced as far as their sixth squares, and have the move ; for example :

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SECOND SITUATION.

WHITE.	BLACK.
K. B. P. at adv. K. B. third sq.	Kt. at Q. fourth square
K. Kt. P. at adv. K. Kt. third sq.	

White should play the Pawn that is attacked, for if he were to play the other Pawn, the Knight would take the Bishop's Pawn and stop the other. If the Knight were at King's fourth square, White ought to play K. Kt. P. first. If neither of the Pawns were attacked, White would win, though Black had the move; for as Black cannot attack them both, he cannot do better than attack one of them, but we have seen that White wins although one Pawn is attacked.

If you have the Pawns, you should endeavour to advance them to their sixth squares, before they are attacked; if you have the Knight, you should endeavour to attack both the Pawns, or a Pawn and one or two of the squares before them. I shall now give you a few situations, and shew you the proper play on both sides.

THIRD SITUATION.

WHITE.	BLACK.
Kt. at adv. K. R. square	King's Pawn and
	Queen's P. at their fourth sq.

WHITE TO MOVE.

In this situation the Knight will stop or take the Pawns; the Knight would also win if it were on any other square, as the Pawns are so little advanced.

1. Kt. to adv. K. Kt. third square
2. Kt. to K. B. fourth square

1. K. P. one square
2. Q. P. one square

3. Kt. to K. Kt. second square : if you had moved to K. second square, Black would have won. (see A.)

                                              3. K. P. one square or (B.)

4. Kt. to K. square   4. K. P. one square

5. Kt. to Q. third square : any other move would lose the game

                                      5. Must·evidently lose both Pawns if he have nothing better to play.

<div align="center">(A)</div>

3. Kt. to K. second square   3. Q. P. one square

4. Kt. to.Q. B. third square : this is the only move that prevents the Q. P. from advancing in two moves to Queen.

                               4. If he were to play Q. P. one sq. you would stop the Pawns by playing Kt. to Q. square and then to K. third square, therefore he plays

                                     K. P. one square ; the two Pawns having reached their sixth squares without being attacked will win, as has been already remarked.

<div align="center">(B.)</div>

                        3. Q. P. one square

4. Kt. to K. third square   4. Q. P. one square

5. Kt. to Q. square, &c.

White can also win the Pawns by a different method of play : place the Pieces as before and play

1. Kt. to adv. K. B. second square   1. K. P. one square

2. Kt. to adv. K. fourth square   2. If he advance K. Pawn you should play Kt. to K. B. third square, or to Q. third square and then to K. square as before, therefore

                               Q. P. one square

3. Kt. to Q. B. fourth square   3. If he play Q. P. one square you should play Kt. to K. third square and then to Q. square, &c. and if

                               K. P. one square

4. Kt. to Q. Kt. second square or 4. K. P. one square
    to adv. K. fourth square
5. Kt. to Q. third square, &c.

FOURTH SITUATION.

WHITE.	BLACK.
Kt. at Q. square	K. Pawn at its fourth square
	Q. Pawn at its fourth square

Suppose White begins:

1. Kt. to Q. B. third square 1. Q. P. one square
2. Kt. to K. fourth square and then to Q. second square, &c.

Suppose Black begins:

                                 1. K. P. one square or (C.)
1. Kt. to Q. B. third square 2. K. P. one square
2. Must not take Q. P. because Black would win, therefore
   Kt. to K. second square and then to Q. fourth square &c.

(C.)

                             1. Q. P. one square
1. Kt. to K. B. second square 2. Q. P. one square
2. Kt. to K. fourth square and then to Q. second square, &c.

FIFTH SITUATION.

WHITE.	BLACK.
Knight at adv. Q. R. square	K. P. at adv. K. fourth square
	Q. P. at adv. Q. fourth square

When the Pawns are thus far advanced, the Knight sometimes loses from being too far off, and sometimes from being too near; for example: If the Knight be placed on any square of the line, between Black King's Rook's and Queen's Rook's squares, or on adv. K. R. second square, or Q. R. second square, you would lose, because the Knight would be too far distant to stop the Pawns. If the Knight be at K. Bishop's square, or Q. Bishop's square, you will also lose, because the Knight is too near; on any other square you would win. Suppose then that your Knight is at adv. Q. R. square and that you have the move.

1. Kt. to adv. Q. Kt. third square   1. K. P. one square: had he played
     Q. P. one square he would not have won: (see A.)
2. It matters not whither the Kt. moves, Black will advance K. P. in
     two moves to Queen.

<div align="center">(A.)</div>

                 1. Q. P. one square
2. Kt. to Q. B. fourth square   2. Q. P. one square
3. Kt. takes Q. P.   3. K. P. one square
4. Kt. to K. B. third square and then to K. square, &c.

Suppose the Knight at K. Bishop's square and White to begin.

1. Kt. to Q. second square (B.) (C.)   1. K. P. one square
2. If you move to K. B. square, or to Q. B. fourth square, Black will
     advance K. P. to Queen, and if you play to any other square, he
     plays Q. P. one square, and the Pawns are in a winning position,
     as before observed.

(B.)

1. Kt. to K. R. second square   1. If he played Q. P. one square he would lose by your playing Kt. to K. B. square, &c. therefore
K. P. one square

2. If you play Kt. to K. B. square or to K. Kt. fourth square, he will advance K. P. but if you play Kt. to K. B. third square, he must play Q. P. one square, &c.

(C.)

1. Kt. to K. Kt. third square   1. K. P. one square

2. If you play Kt. to K. second square, he will advance Q. Pawn, and if you move it to any other square, he will play K. Pawn and win.

It will I think be needless to shew you how to win, if your Knight be favorably placed; you may practice the method by yourself. I have as usual supposed that neither party had any thing else to play, but the Knight or the Pawns: if however Black could have played his King, though not to the assistance of the Pawns, the Knight could never have won them, the utmost he could do, would be to stop them.

CHAPTER XXVI.

Two separated Pawns against a Knight.

IF there be more than one file between the two Pawns, and they be already rather far advanced the Knight will not be able to stop them; for example:

FIRST SITUATION.

WHITE.	BLACK.
K. Pawn at K. fourth square	Knight at Q. second square
Q. Kt. P. at adv. Q. Kt. fourth square	

If you were to move and you had nothing to play but the Pawns, it is evident you would lose them, therefore, in situations where the Knight can move to attack the two squares immediately before the Pawns he will win, unless the Pawns be far advanced. But suppose Black to begin you will win; for example:

BLACK.	WHITE.
1. Kt. to Q. Kt. third square	1. K. P. one square
2. Kt. to Q. fourth square	2. K. P. one square
3. Kt. to K. second square	3. Q. Kt. P. one square
4. Kt. to Q. B. third square	4. Q. Kt. P. one square
5. Kt. to Q. Kt. square	5. K. P. advances in two moves to Queen

If the two Pawns be separated by only one file, the Knight will be better able to stop or win them than if they were united; if, however, they reach their seventh squares unattacked, they will win whether they have the move or not; if they have both reached their sixth squares, and one or both of them be attacked, they will also win if they have the move; for example:

━━━

SECOND SITUATION.

WHITE.	BLACK.
Q. Kt. P. at adv. Q. Kt. second sq.	Kt. at Q. B. third square
Q. Pawn at adv. Q. second square	

It is evident the Pawns will win whether they begin or not.

━━━

THIRD SITUATION.

WHITE.	BLACK.
Q. Kt. P. at adv. Q. Kt. third sq.	Kt. at K. B. second square, or at
Q. P. at adv. Q. third square	Q. B. square

The Pawns will win if they have the move; if the Knight be at K. B. second square, White must play Q. Kt. Pawn, and *not* Q. Pawn; if the Knight were at Q. B. square, White may play either of the Pawns.

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FOURTH SITUATION.

WHITE.	BLACK.
Q. Kt. P. at its fourth square	Kt. at K. R. second square
Q. P. at its fourth square	

It is indifferent which begins, Black will easily stop the Pawns; for example:

1. Q. Kt. P. one square	1. Kt. to K. B. square
2. Q. Kt. P. one square	2. Kt. to Q. second square
3. Q. Kt. P. one square	3. Kt. to Q. Kt. square, then to Q.

second square, and back to Q. Kt. square, &c.

CHAPTER XXVII.

Two united Pawns against a Bishop.

If the two Pawns have reached their sixth or seventh squares, and neither of them attacked, they will win; in almost all other cases the Bishop will stop or win them.

FIRST SITUATION.

WHITE.	BLACK.
B. at adv. K. B. second square	P. at adv. Q. third square
	P. at adv. K. fourth square

If the Black were to play he would win, because, by playing K. P. one square, both Pawns will have reached their sixth squares, without being attacked; for example:

BLACK.	WHITE.
1. K. P. one square	1. B. to adv. K. Kt. third square, or to any other square

2. If he were to play Q. Pawn one square, you would stop the Pawns by playing the Bishop to adv. K. R. fourth square, but if he play K. P. one square, you cannot prevent it from becoming a Queen

But suppose White to begin:

1. B. to adv. K. Kt. third square   1. Q. P. one square
2. B. to adv. K. R. fourth square, and continuing on the diagonal line, between Q. square and adv. K. R. fourth square, prevents the advance of the Pawns.

———

SECOND SITUATION.

WHITE.	BLACK.
Bishop at Q. square	P. at adv. K. fourth square
	P. at adv. Q. fourth square

If Black begin, the Pawns will win by playing **first** Q. Pawn and then K. Pawn, having both the Pawns at their sixth squares unattacked ; but if White begin, the Bishop will stop the Pawns; for example :

1. B. to Q. Kt. third square, or (A.) 1. Q. P. one square
2. B. to Q. B. fourth square   2. Q. P. one, square
3. B. to K. second square   3. K. P. one square
4. B. to Q. square, &c.

(A.)

1. B. to K. second square   1. If he play K. P. one square, you should continue on the diagonal between K. B. square, and adv. Q. R. third square, therefore

         Q. P. one square

2. B. to K. B. square ; had you played the Bishop to any other square, Black would have won

         2. Q. P. one square

3. B. to K. second square, then to Q. square, &c.

You observe it is by forcing him to move Q. P. to your Q. second square, and then taking the command

of the diagonal line between your Q. square and adv. K. R. fourth square, that your Bishop is able to stop the Pawns. You might also play in the following manner, but still on the same principle.

1. B. to Q. B. second square	1. Q. P. one square
2. B. to Q. Kt. square; you would have lost had you played any other move.	
	2. Q. P. one square
3. B. to Q. B. second square	3. K. P. one square
4. B. to Q. square, &c.	

CHAPTER. XXVIII.

Two separated Pawns against a Bishop.

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FIRST SITUATION.

WHITE.	BLACK.
Bishop at Q. square	Q. Kt. P. at its fourth square
	K. P. at its fourth square

If Black begin, the Pawns will win; for example :

1. K. P. one square	1. B. to K. second square
2. Q. Kt. P. one square	2. B. to Q. B. fourth square
3. K. P. one square	3. B. to Q. third square
4. Q. Kt. P. one square	4. B. to Q. B. fourth square
5. Q. Kt. P. one square	5. B. to Q. third square
6. K. P. one square	6. B. takes K. P.
7. Q. Kt. P. becomes a Queen, &c.	

If, however, White begin, the Bishop will be able to stop the Pawns; for example :

1. B. to Q. B. second square	1. Q. Kt. P. one square
2. B. to Q. Kt. square	2. Q. Kt. P. one square
3. B. to Q. third square	3. Q. Kt. P. one square
4. B. to K. fourth square, &c.	

It is evident that if Black have nothing to play but his Pawns he must lose them. Observe that the Bishop

is able to stop the Pawns only by taking possession
of the diagonal line which runs from White Q. Kt.
square to Black K. R. second square, but when the
Black began, it was of no use to the White to take
possession of that diagonal, because Black on the se-
cond move passes it with his King's Pawn.   The fol-
lowing rule will teach you to ascertain if you can stop
two separated Pawns with a Bishop.   Observe, if by
placing your Bishop on any square before either of the
Pawns (on the same perpendicular line) whether the
diagonal it commands towards the other Pawn has been
already passed by that Pawn ; if it have not, it is evi-
dent that the Bishop, by remaining on that diagonal,
will stop the Pawns : if it have, you must seek another
diagonal line over which the two Pawns must pass ; if
there be no other, you cannot stop them ; if there be
and you can gain possession of it, the Pawns cannot
advance ; for example :

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SECOND SITUATION.

· WHITE.	BLACK.
B. at Q. B. square	K. Pawn at its fourth square
	Q. Kt. Pawn at its fourth square

In this position suppose it were your move, it would
evidently be of no use your taking possession of the
diagonal line between your K. Kt. square and Black
Q. R. second square, by playing Bishop to K. third
square, because the Q. Kt. Pawn has already passed it ;

you must therefore look for some other-beyond which the Pawns have not passed. If you move your Bishop to Q. Kt. second square, the diagonal line it then commands will be of no use to you, because Black will pass it by playing K. P. one square; you ought to play your Bishop to Q. second square, and remain on the line between your King's square and your adv. Q. R. fourth square, and the Pawns will not be able to pass that line. If the Black had the move one of the Pawns would become a Queen, by his playing Q. Kt. Pawn one square, for it would be of no use to play your Bishop to King's third square, as the Q. Kt. P. has already passed the line the Bishop commands; if you play Bishop to Q. second square, Black will advance Q. Kt. P.; if you play Bishop to Q. Kt. second square he will advance K. P. equally passing the line your Bishop commands.

THIRD SITUATION.

WHITE.	BLACK.
Bishop at Q. second square	K. P. at its square
	Q. Kt. P. at its square

In this situation you have the choice of two lines to stop the Pawns, viz. by remaining with the Bishop on the diagonal between your King's square and your adversary's Q. R. fourth square, or by playing the Bishop to Q. B. third square and remaining on the great diagonal between your Q. R. square and adv.

K. R. square. It may however sometimes hap-
pens that though the Bishop be unable to take the
command of one line over which both the Pawns
must pass, it can nevertheless stop the Pawns; for
example:

FOURTH SITUATION.

WHITE.	BLACK.
B. at adv. K. R. fourth square	Q. R. P. at its third square
	K. R. P. at its third square

In this situation, White will stop the Pawns whe-
ther he have the move or not; for example:

1. B. to K. B. third square   1. Q. R. P. one square
2. B. to Q. square   2. Must lose one of the Pawns im-
    mediately and afterwards the other.

Had the White on the first move played the Bishop
to Q. square; the Pawns would have won.

CHAPTER XXIX.

Two united Pawns against a Rook.

THE Rook will win the Pawns except in the following cases: if they have reached their seventh squares, the Pawns will win; if they be at their sixth squares and neither of them attacked by the Rook, they will win, whether they have the move or not; when they are at their sixth squares, if the Rook attacks one of them, they will nevertheless win if they have the move, hence it follows, that if one Pawn be at its seventh square, and the other at its sixth, the Pawns will win whether they begin or not.

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FIRST SITUATION.

WHITE.	BLACK.
Rook at adv. K. Kt. square	P. at adv. Q. Kt. third square
	P. at adv. Q. B. third square

WHITE TO MOVE.

1. R. to adv. Q. B. square	1. Q. Kt. P. one square
2. R. to adv. Q. Kt. square	2. Q. B. P. one square
3. R. takes P.	3. Q. B. P. becomes a Queen, &c.

SECOND SITUATION.

WHITE.	BLACK.
R. at adv. K. Kt. square	P. at adv. Q. Kt. fourth square
	P. at adv. Q. B. third square

If Black begin he will win by advancing Q. Kt. P. but if White play first, the Rook will win the Pawns; for example:

1. Rook to adv. Q. B. square: had it been moved to adv. Q. Kt. square, Black would have won, (see A.)

                                1. Q. Kt. P. one square

2. Rook takes Pawn   1. Q. Kt. P. one square

3. B. to Q. Kt. third square and wins the Pawn.

(A.)

1. R. to adv. Q. Kt. square	1. Q. B. P. one square
2. R. to adv. Q. B. square	2. Q. Kt. P. one square
3. R. to Q. B. third square	3. Q. Kt. P. one square
4. R. takes Q. B. P.	4. Q. Kt. P. becomes a Queen

CHAPTER XXX.

Two separated Pawns against a Rook.

THE Rook will generally be able to win or stop the Pawns : if however the Pawns be far advanced they will sometimes win ; for example :

―――――

FIRST SITUATION.

WHITE.	BLACK.
Rook at adv. Q. B. square	Q. R. P. at adv. Q. R. third square
	Q. B. P. at adv. Q. B. third square

If White begin, the Rook will evidently win the Pawns : if the Black move first, the Pawns will win ; for example :

1. Q. R. P. one square	1. R. to adv. Q. R. square
2. Q. B. P. one square	2. R. takes Q. R. P.
3. Q. B. P. becomes a Queen, &c.	

―――――

SECOND SITUATION.

WHITE.	BLACK.
Rook at adv. K. R. square	Q. R. P. at adv. Q. R. third sq.
	Q. B. P. at adv. Q. B. third sq.

In this situation it is immaterial which begins: the Rook will be able to stop the Pawns. Suppose the White move first, it is evident, that playing the Rook to K. R. second square the Pawns cannot advance: but suppose the Black to begin.

1. Q. R. P. one square   1. R. to K. R. square
2. Q. B. P. one square   2. R. to Q. B. square
3. If the Black have nothing to play but the Pawns, he must of course lose them; but if he have any other piece to play, the Rook cannot take one of the Pawns without allowing the other to become a Queen, so that the two Pawns effectually confine the Rook to the horizontal line he is on.

If the White (having the move) had played the Rook to adv. K. square, he would also have been able to stop the Pawns, by playing on the second move the Rook to King's square; but if the Rook be played on the first move to adv. Q. square, the Pawns will win; for example:

1. R. to adv. Q. square   1. Q. B. P. one square
2. R. to adv. Q. B. square   2. Q. R. P. one square
3. Cannot prevent one of the Pawns from becoming a Queen.

The reason the White loses by playing the Rook to adv. Queen's square, is, because Black by advancing Q. B. P. prevents the Rook from playing to Queen's square, for if Black instead of playing Q. B. Pawn, had played Q. R. Pawn, White would have stopped the Pawns by playing Rook to Queen's square. If White on the first move had played Rook to adv. Q. Kt. square, Black would have won by advancing either of the Pawns.

CHAPTER XXXI.

Two Pawns against a Queen.

THE Queen will win the Pawns unless they be very far advanced, as in the following situations.

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FIRST SITUATION.

WHITE.	BLACK.
Q. at K. Kt. square	Q. Kt. P. at adv. Q. Kt. second sq.
	Q. R. P. at adv. Q. R. third sq.

If Black have the move one of his Pawns will become a Queen by advancing Q. R. Pawn; if White move first, he will stop the Pawns, by playing Q. to Q. Kt. square, and if Black have nothing to play but the Pawns he will lose them; if however, Black can play any other piece White will not be able to take one of the Pawns without allowing the other to become a Queen.

─────

SECOND SITUATION.

WHITE.	BLACK.
Q. at K. Kt. square	Q. R. P. at adv. Q. R. second sq.
	Q. P. at adv. Q. second square

In this situation White effectually stops the Pawns, but cannot take one of them without permitting the other to become a Queen.

CHAPTER XXXII.

Two united Pawns against the King.

If the King can stop the most advanced Pawn, he can stop both; for example:

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SITUATION.

WHITE.	BLACK.
King at K. Kt. fourth square	Q. Kt. P. at its third square
	Q. B. P. at its fourth square

You probably recollect the method of ascertaining scientifically, whether your King can stop a single Pawn, which I explained to you page 96; his Q. B. Pawn is the farthest advanced, and as your King is in the quadrangle, you of course can stop the Pawn whether you have the move or not. Suppose the Black begins.

1. Q. B. P. one square	1. K. to K. B. fourth square
2. Q. B. P. one square	2. K. to his third square
3. Q. Kt. P. one square	3. K. to Q. third square
4. Q. Kt. P. one square	4. K. to Q. B. second square and

wins the Pawns if Black have nothing else to play; but if Black

can play any other piece the White cannot take the Pawns, because the moment he takes Q. Kt. P. he is out of the quadrangle, and the Q. B. P. will advance to Queen.

Suppose one of the Pawns were at your Q. B. second square, and the other at your Q. Kt. third square and your King at Q. B. square, the two Pawns effectually confine your King to your Q. B. square, Q. Kt. second square, or Q. second square.

CHAPTER XXXIII.

Two separated Pawns against the King.

THE King will win both Pawns if the position be such, that after having taken one, he can overtake the other.

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FIRST SITUATION.

WHITE.	BLACK.
King at adv. Q. fourth square	Q. Kt. P. at its third square
	K. B. P. at adv. K. B. fourth sq.

In this position as your King is out of the square of his K. B. P. you would lose, if you had not the move, but if you play first, you will win both Pawns; for example:

1. K. to his fourth square
2. K. takes P.
3. It is not necessary to proceed, your King is only one move beyond the square, and will therefore overtake the Pawn.

1. Q. Kt. P. one square
2. P. one square

SECOND SITUATION.

WHITE	BLACK.
K. at Q. second square	Q. Kt. P. at its third square
	K. B. P. at adv. K. B. fourth square

In this situation, though very similar to the former and apparently as favourable for you, the Black will win, whether he move first or not; for example:

Suppose the White begins:

1. K. to his second square	1. Q. Kt. P. one square
2. K. to K. B. third square	2. Q. Kt. P. one square
3. K. takes P.	3. Q. Kt. P. one square
4. Being *two* moves beyond the square, you cannot possibly overtake the Pawn	

The reason that in this situation you lose the game is, because his K. B. Pawn preventing your moving to your King's third square to attack his Pawn (for the King is never allowed to put himself into check) it takes you three moves to gain his K. B. Pawn, whereas in the former position you gained it in two moves. It will be very easy for the Black to win if he have the first move; he has only to advance his Q. Kt. Pawn, and though you may take which Pawn you please, yet you cannot possibly overtake the other. But if he begin with K. B. Pawn, you will win both Pawns; for example:

1. K. B. P. one square	1. K. to his third square
2. Q. Kt. P. one square	2. K. takes P.
3. Q. Kt. P. one square overtake the Pawn.	3. K. to his third square, and will

---

THIRD SITUATION.

WHITE.	BLACK.
Q. R. P. at its third square	K. at Q. Kt. fourth square
Q. B. P. at its third square	

In this situation, if the White have any thing to move besides the Pawns, Black cannot take them; all he can do is to stop them. It is evident that if the White had to move and could play nothing but the Pawns, he would lose them both. I shall now give you a position in which the White has a King which he can move, though not towards the assistance of the Pawns placed as above, and as similar positions often occur, I shall shew you the proper moves for both parties.

___

FOURTH SITUATION.

WHITE.	BLACK.
K. at K. Kt. fourth square	K. at Q. Kt. fourth square
Q. R. P. at its third square	K. B. P. at K. B. third square
Q. B. P. at its third square	K. Kt. P. at K. Kt. fourth square

This situation ought to end in a drawn game, as neither player can take one Pawn without allowing the other to become a Queen. Suppose the White to begin.

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WHITE.	BLACK.
1. K. to adv. K. B. fourth square	1. K. to adv. Q. R. fourth square
2. Q. B. P. one square	2. Cannot take Q. R. P. because

White would advance Q. B. P. and the black King would be *two* moves beyond the square, therefore,

K. to Q. R. fourth square

3. Must not advance Q. B. P. because Black would play K. to Q. Kt. fourth square and win both Pawns, therefore,

| K. to K. Kt. fourth square | 3. Black ought now to play K. to |

adv. Q. R. fourth square, and White having nothing better to move than the King, the same moves will be repeated, and the game consequently drawn. But suppose Black to play on the third move:

K. to Q. Kt. third square

4. Must not move the King, because Black, by playing K. to Q. B. fourth square, would win both the Pawns, therefore,

| Q. R. P. one square | 4. K. to Q. B. fourth square |
| 5. Q. R. P. one square | 5. K. to Q. B. third square |

6. Must not move a Pawn for the reason above given, but

K. to adv. K. B. fourth square   6. K. to Q. B. fourth square, and as White must move the King, the same moves may be repeated, and the game will still be drawn ; but Black will lose if he allow the White Pawns to advance to their sixth squares. Suppose then, for example, that, instead of playing K. to Q. B. fourth square on the sixth move, Black plays as follows:

K. to Q. B. second square

7. Q. B. P. one square	7. K. to Q. B. third square
8. Q. R. P. one square	8. K. to Q. B. second square
9. K. to K. Kt. fourth square	9. Can still draw the game by play-

ing K. to Q. B. third square, &c. but if he play any where else, he will lose; for example:

K. to Q. Kt. square

| 10. Q. B. P. one square | 10. K. to Q. R. square, or to Q. R. second square |

11. Q. B. P. one square, and becomes a Queen the next move. If Black on the tenth move had played K. to Q. B. square, or to Q. B. second square, White would have advanced Q. R. P. in two moves to Queen.

Observe, that the two Pawns arrived at their sixth squares and unattacked, always win, if you have any other piece that can be moved, whether you have the move or not. The Pawns must be played in such a man-

ner that when the King attacks one of them, the other
may be able to advance, so as to be before the other
at the distance of a Knight's move.

———

FIFTH SITUATION.

WHITE.	BLACK.
K. at adv. K. B. fourth square	K. at Q. B. second square
Q. Kt. P. at adv. Q. Kt. fourth sq.	K. Kt. P. at K. Kt. second square
Q. P. at adv. Q. fourth square	K. B. P. at K. B. third square

In this situation if you have the move you will win,
owing to your Pawns being so much further advanced
than his, which will enable you to move your King to
the assistance of your Pawns, and to make a Queen
before him; for example:

1. K. to adv. K. third square	1. K. Kt. P. two squares
2. Q. P. one square and checks	2. K. to Q. square
3. Q. P. one square	3. K. Kt. P. one square
4. Q. Kt. P. one square	4. K. Kt. P. one square
5. You might play Q. Kt. P. one square, but it is shorter and more masterly to play	
K. to adv. Q. third square	5. K. Kt. P. one square
6. Q. Kt. P. one square	6. P. becomes a Q.
7. P. becomes a Queen or Rook and checkmates	

CHAPTER XXXIV.

Three united Pawns against a Knight.

THE Knight must endeavour to gain one of the Pawns and then play according to the instructions already given. If the Pawns have reached their fifth squares, they will win, whether they have the move or not, provided the Knight does not attack one of them, in which case, they must have the move in order to win; for example:

SITUATION.

WHITE.	BLACK.
Pawn at adv. Q. Kt. fourth sq.	Knight at adv. Q. square
Pawn at adv. Q. B. fourth sq.	
Pawn at adv. Q. fourth sq.	

BLACK TO MOVE.

1. Kt. to adv. Q. B. third square	1. Q. P. becomes a Queen in three moves

Suppose the Knight instead of being at adv. Queen's square, were at his own King's square; and to play as follows:

1. Kt. to Q. B. second square   1. Q. P. one square
2. Kt. to K. third square   2. Q. B. P. one square and having two united Pawns at their sixth squares unattacked, will win, as already explained.

CHAPTER XXXV.

Three united Pawns against a Bishop.

THE Pawns will win if they reach their fifth squares without being attacked, whether they have the move or not, but if attacked they must have the move in order to win.

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ˉSITUATION.

WHITE.	BLACK.
Pawn at Q. Kt. fourth square	Bishop at K. Kt. fourth square
Pawn at Q. B. fourth square	
Pawn at Q. fourth square	

BLACK TO MOVE.

1. B. to adv. Q. second square : had he played B. to K. B. third square or to adv. K. third square, attacking Q. P. he would have lost. See (A.)

            1. Q. Kt. P. one square

2. B. to adv. K. third square   2. If you play Q. Kt. P. one square he will take Q. P. and afterwards play B. to K. fourth square and stop the Pawns. If you play Q. B. P. one square, he will take Q. P. and stop the Pawns as already explained, therefore

            Q. P. one square

3. B. to Q. B. fourth square gains one of the Pawns and can stop the others.

(A.)

1. B. to adv. K. third square   1. Q. P. one square
2. B. to adv. Q. second sq. or (B.)   2. Q. Kt. P. one square

3. B. to adv. Q. Kt. fourth square, to prevent the Q. B. Pawn fr(
reaching its fifth square, without being attacked.

        3. Q. Kt. P. one square

4. B. to Q. third square   4. Q. Kt. P. one square

5. B. to Q. B. second square   5. Q. B. P. one square

6. B. to Q. Kt. square   6. Must not play Q. B. Pawn be
cause Black would stop all the Pawns, by keeping the Bishop o
the diagonal line between his Q. Kt. square and your K. R. se
cond square, therefore

        Q. P. one square

7. B. to Q. R. second square   7. Q. P. one square and in the
next move advances one of the Pawns to Queen.

(B.)

2. B. to adv. Q. fourth square   2. Must not play Q. Kt. P. one
square, because Black would play B. to Q. B. fourth square, and
stop the Pawns, therefore

        Q. B. P. one square

3. B. to adv. K. third square   3. Q. P. one square

4. B. to adv. K. B. fourth square   4. Q. Kt. P. one square

5. B. to K. fourth square   5. Q. P. one square

6. B. to K. B. third square   6. If you were to play Q. B. P. one
square, he would stop the Pawns by playing B. to Q. square,
therefore

        Q. Kt. P. one square

7. B. to Q. square   7. Q. Kt. P. one square

8. B. to Q. B. second square   8. Q. Kt. P. becomes a Queen

9. B. takes Q.   9. Q. B. P. becomes a Queen, &c.

CHAPTER XXXVI.

Three united Pawns against a Rook.

THE three Pawns will also win against a Rook, if they can reach their fifth squares unattacked, whether they have the move or not; if the Rook attack one of them, they will still win provided they have the move.

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FIRST SITUATION.

WHITE.	BLACK.
Q. Kt. P. at its fourth square	Rook at K. R. square
Q. B. P. at its fourth square	
Q. P. at its fourth square	

In this situation, though the White move first, Black will win the Pawns, but it requires careful play.

1. Q. B. P. one square (or A.)   1. R. to Q. square
2. Q. B. P. one square   2. R. takes Q. P.
3. Q. Kt. P. one square   3. If he were to play R. to adv. Q. Kt. fourth square, you would win by playing Q. B. P. one square and then Q. Kt. P. one square as already explained, therefore
                    R. to adv. Q. B. fourth square
4. If you have nothing better to play than the Pawns, it is evident you must lose them.

(A.)

1. Q. P. one square	1. R. to adv. K. R. fourth square:
if instead of this move, he had played R. to Q. B. square, he	
would lose: (see B.)	
2. Q. B. P. one square	2. R. takes Q. Kt. P.
3. Q. P. one square	3. R. to adv. Q. fourth square, &c.
	and not to adv. Q. B. fourth sq.

If instead of playing **Q. P.** one square on the third move, you had played **Q. B. P.** one square; **Black** ought to play **R. to adv. Q. B. fourth square.**

(B.)

1. Q. P. one square	1. R. to Q. B. square
2. Q. B. P. one square	2. R. to Q. Kt. square
3. Q. P. one square	3. R. takes Q. Kt. P.
4. Q. B. P. one square, and the Pawns having reached their sixth squares	

without being attacked, will win, as before observed. You might also on the fourth move have played Q. P. one square.

SECOND SITUATION.

WHITE.	BLACK.
Q. Kt. P. at adv. Q. Kt. fourth sq.	Rook at K. R. fourth square
Q. B. P. at adv. Q. B. fourth sq.	
Q. P. at adv. Q. fourth square	

In this position if you were to advance the attacked Pawn, you would not win, but by playing either of the other Pawns you will win; for example:

1. Q. P. one square	1. R. takes Q. B. P.
2. Q. Kt. P. one square: this is your best move, for had you played Q.	

P. one square, he would have played the Rook to his Q. fourth
square, and have won both the Pawns.

                         2. R. to Q. B. square: if he had
attacked either or both of the Pawns, he would have lost: see (A)

3. Q. P. one square   3. R. to Q. square

4. Q. Kt. P. one square   4. R. to Q. Kt. square

5. If you have nothing better to play than the Pawns, it is evident that
you must lose them: it you have, then the two Pawns will con-
fine the Rook to the side of the board.

<center>(A.)</center>

                         2. R. to Q. B. third square

3. Q. P. one square   3. Cannot take Q. Kt. P. without
allowing the other to become a Queen, therefore

                         R. to Q. third square

4. Q. Kt. P. one square   4. As he cannot play to the last line
to stop both the Pawns, nor take Q. Pawn without permitting
the other to become a Queen, he must lose.

You observe by the above moves that if you begin
with playing Q. P. one square, you cannot win, but if
you play in the following manner, the Black cannot
prevent your winning.

1. Q. B. P. one square (or B.)   1. R. takes Q. P.

2. Q. B. P. one square   2. R. to Q. B. fourth square

3. Q. Kt. P. one square   3. If he continue on the Q. B. file,
you play your Q. Kt. P.; if he play elsewhere, your Q. B. P.
will become a Queen.

<center>(B.)</center>

1. Q. Kt. P. one square   1. R. takes Q. P.

2. Q. B. P. one square, and the Pawns having reached their sixth
squares unattacked, must win as before explained.

CHAPTER XXXVII.

Three united Pawns against a Queen.

THE Queen will generally win the Pawns, except however they have reached their seventh squares; for example:

FIRST SITUATION.

WHITE.	BLACK.
Q. Kt. P. at adv. Q. Kt. second sq.	Queen at Q. Kt. fourth square
Q. B. P. at adv. Q. B. second sq.	
Q. Pawn at adv. Q. second square	

In this situation one or two of the Pawns will advance to Queen, whether they have the move or not; but if the Black Queen were at her Bishop's fourth square, and had the move, she would prevent either of the Pawns becoming a Queen by taking Q. B. Pawn.

SECOND SITUATION.

WHITE.	BLACK.
Q. Kt. P. at adv. Q. Kt. third square	Queen at Q. B. fourth square
Q. B. P. at adv. Q. B. third square	
Q. P. at adv. Q. third square	

In this situation, if you have nothing to play but the Pawns, you will lose them all, for if you begin with Q. Pawn, he will take Q. Kt. P.; if you begin with Q. Kt. Pawn, he will take Q. Pawn, &c.; but suppose you play as follows:

1. Q. B. P. one square   1. Q. to Q. B. third square.

If he had played to any other square, you would have been able to make a Queen, but now he will win them all if you have nothing else to play.

CHAPTER XXXVIII.

Three united Pawns against the King.

WITH regard to three Pawns against a King, I shall confine myself to shewing you a few situations in some of which the King can stop the Pawns, and in others he cannot, as it would be too difficult for you to enter into an analysis of the proper moves for both parties if the Pawns were at their squares and the adverse King near them.

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FIRST SITUATION.

WHITE.	BLACK.
Q. Kt. Pawn, at its fourth square	King at Q. B. second square
Q. B. Pawn at adv. Q. B. fourth square	
Q. Pawn at its fourth square	

In this situation, if the Black have the move, he will be able to stop the Pawns by playing his King to Q. B. third square : if you have nothing better to play than the Pawns, you must, of course, lose all of them.

SECOND SITUATION.

WHITE.	BLACK.
Q. Kt. P. at its fourth square	King at Q. fourth square
Q. B. P. at its third square	
Q. P. at its fourth square	

Here also Black will be able to stop the Pawns if he have the move by playing King to adv. Q. B. fourth square. A similar situation when the side Pawns are within one square of Queen will give a different result; for example:

THIRD SITUATION.

WHITE.	BLACK.
Q. Kt. P. at adv. Q. Kt. second sq.	King at Q. square
Q. B. P. at adv. Q. B. third square	
Q. P. at adv. Q. second square	

If Black have the move, and play K. to Q. B. second square, you will nevertheless win by advancing one of the Pawns to Queen, and afterwards the other.

FOURTH SITUATION.

WHITE.	BLACK.
Q. Kt. P. at its third square	King at Q. B. fourth square
Q. B. P. at its third square	
Q. P. at its third square	

The King will be able to stop the Pawns. It is immaterial which begins; suppose the White:

In the first place.

1. Q. Kt. P. one square and checks   1. K. to Q. Kt. fourth square

2. Q. P. one square   2. K. to adv. Q. B. fourth square
    and stops the Pawns

In the second place.

1. Q. P. one square and checks   1. K. to Q. fourth square

2. Q. Kt. P. one square   2. K. to adv. Q. B. fourth square,
    and the position is the same as before.

In the third place.

1. Q. B. P. one square   1. K. to Q. B. third square

2. Q. P. one square   2. K. to Q. Kt. third square

3. Q. P. one square, or (A.) (B.)   3. K. to Q. B. fourth square

4. Q. Kt. P. one square & checks 4. K. to Q. third square

5. Q. Kt. P. one square   5. K. to Q. B. fourth square, and
    the position is similar to what we have already had.

(A.)

3. Q. B. P. one square and checks 3. K. to Q. Kt. fourth square

4. Q. Kt. P. one square   4. K. to Q. B. third square, and
    wins the Pawns

(B.)

3. Q. Kt. P. one square   3. K. to Q. B. second square

4. If Q. B. P. one square, Black should play King to Q. B. third square,
    &c. therefore,

    Q. P. one square, or (C.)   4. K. to Q. third square

5. Q. Kt. P. one square   5. K. to Q. B. fourth square, and
                       stops the Pawns

(C.)

4. Q. Kt. P. one square   4. K. to Q. Kt. third square

5. Is compelled to play Q. P. one 5. K. to Q. B. fourth square, &c.
    square

From the foregoing you will observe that when the three Pawns are abreast, and not too far advanced, if the King can be played to the fourth square, from the middle Pawn inclusive, on the same perpendicular line, he will stop the Pawns simply by playing the King before the Pawn his adversary moves; for example:

———

FIFTH SITUATION.

WHITE.	BLACK.
Q. Kt. Pawn	K. at either Q. Kt. square
Q. B. Pawn } at their fourth sqrs.	Q. B. sq. Q. sq. Q. Kt. second sq.
Q. Pawn	Q. second sq. Q. Kt. third sq. Q.
	B. third square, or Q. third square

BLACK TO MOVE.

In this situation the King being able to move from any one of the above squares to his Q. B. second square, which is the fourth square from the middle Pawn inclusive, will stop the Pawns simply by playing before the Pawn his adversary will move; for example: if you play Q. P. one square, he ought to play to Q. third square; if Q. B. P. one square, he should move K. to Q. B. third square, and if Q. Kt. P. one square, he should play K. to Q. Kt. third square.

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SIXTH SITUATION.

WHITE.	BLACK.
Q. Kt. P. at adv. Q. Kt. third sq.	King at Q. second square
Q. B. P. at adv. Q. B. second sq.	
Q. P. at adv. Q. fourth square	

In this situation the Pawns will win whether they begin or not; for example:

Suppose Black plays first.

1. K. to Q. B. square	1. Q. P. one square
2. K. to Q. Kt. second square, or to Q. second square	2. Q. P. one square, or Q. Kt. P. one square, & becomes a Queen.

Suppose the White begin :

1. If you were to play Q. P, one square, he would move King to Q. B. square, and win all the Pawns, therefore,

Q. B. P. becomes a Queen and   1. K. takes Q.
checks

2. Q. P. one square   2. If he play K. to Q. square, or to Q. second square, the Q. Kt. Pawn will become a Queen in two moves, and if he play elsewhere, the Q. Pawn will become a Q. in two moves.

CHAPTER XXXIX.

1 SHALL now proceed to instruct you how to play where one party has one or more Pawns and a Piece, and the other a Piece only, supposing, as usual, that the Kings cannot be moved, or that they are too far removed to be of any service.

A Knight and Pawn against a Knight.

The Knight will generally be able to stop or take the Pawn; for example:

FIRST SITUATION.

WHITE.	BLACK.
Kt. at K. B. fourth square	Kt. at Q. B. second square
P. at adv. Q. B. third square	

The Knights being both on black squares, if it be your move you will not be able to prevent his Knight from moving to and from his Q. B. second square, but if it were his move you might, and yet you could not win if he play properly; for example:

BLACK.   WHITE.

1. Kt. to Q. Kt. fourth square : had he played Kt. to Q. R. third square,
    you would be able to advance the Pawn to Queen: (see A.)

                                  1. Kt. to adv. K. third square

2. Kt. to Q. R. second square   2. Pawn one square

3. Kt. to Q. B. square and the Knights being both on the same colour,
    and your move, you cannot prevent his playing alternately to
    Q. B. square and to Q. Kt. third square, because the Knight can
    never gain a move, for if the first move of a Knight be to a
    Black square, the second must be to a White one ; the third,
    fifth, seventh, &c. moves, to Black squares; and the fourth,
    sixth, eighth, &c. moves, to White ones; therefore the Knight
    has not the choice of playing to a given square in one or two
    moves, which the other pieces have.

(A.)

1. Kt. to Q. R. third square   1. Kt. to adv. K. third square

2. Kt. to Q. Kt. square, or   2. Pawn advances in two moves to
    to adv. Q. Kt. fourth square   Queen

In the following situation where you have another
piece to play besides the Knight, you can always gain
the move, and by that means advance your Pawn to
Queen.

SECOND SITUATION.

WHITE.   BLACK.

K. Kt. at its square   Knight at adv. Q. B. fourth sq.

Q. Kt. at K. second square   Pawn at adv. K. Kt. second sq.

Q. B. P. at its third square

WHITE TO MOVE.

1. K. Kt. to K. R. third square	1. Kt. to adv. Q. Kt. second sq.
2. Q. Kt. to Q. B. square	2. Kt. to adv. Q. B. fourth sq.
3. Q. Kt. to Q. Kt. third square	3. Kt. to adv. Q. Kt. second sq.
4. Q. Kt. to Q. second square	4. Kt. to adv. Q. R. fourth sq.
5. Pawn one square	5. Kt. to Q. B. fourth square
6. K. Kt. to its square	6. Kt. to adv. Q. third square
7. Q. Kt. to Q. Kt. third square	7. Kt. to K. fourth square
8. Pawn one square	8. Kt. to Q. B. third square
9. K. Kt. to K. R. third square	9. Kt. to adv. Q. Kt. fourth sq.
10. Q. Kt. to Q. fourth square	10. Kt. to Q. R. third square
11. Pawn one square	11. Kt. to Q. B. second square
12. K. Kt. to its square	12. Kt. to Q. fourth square
13. Q. Kt. to adv. Q. Kt. fourth sq.	13. Kt. to K. second square
14. Pawn one square	14. Kt. to Q. B. square
15. K. Kt. to K. R. third square	15. Kt. to K. second square

16. Q. Kt. to adv. Q. third square and afterwards advances the Pawn to Queen.

CHAPTER XL.

A Knight and Pawn against a Bishop.

THE Bishop can prevent the Pawn advancing to Queen, because the Knight cannot force the Bishop to quit the diagonal line, over which the Pawn must pass; for example:

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SITUATION.

WHITE.	BLACK.
Knight at adv. Q. B. fourth sq.	Bishop at adv. K. B. fourth square
Pawn at adv. Q. B. third square	

The Knight cannot possibly remove the Bishop from the diagonal line that runs from Black Q. Kt. square, to White K. R. second square; it is therefore evident that the Pawn cannot advance without being taken, but by playing first your Knight to adversary's K. third square, and afterwards advancing your Pawn, you will gain the Bishop for the Pawn, as he will be obliged to take it to prevent its becoming a Queen.

CHAPTER XLI.

A Knight and Pawn against a Rook.

THE Rook will almost always win the Pawn for nothing.

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SITUATION.

WHITE.	BLACK .
Rook at K. R. square	Knight at K. B. square
	K. B. P. at its third square
1. R. to K. B. square	1. Knight to Q. second square
2. R. to K. B. second square	2. Is compelled to move either

Knight or Pawn and of course loses the Pawn.

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CHAPTER XLII.

A Knight and Pawn against a Queen.

THE Queen of course wins the Pawn with greater ease than the Rook, it will therefore be unnecessary to give an example.

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CHAPTER XLIII.

A Knight and Pawn against a King.

THE King will in most cases be able to stop or take the Pawn, it being of course understood that he is not out of the quadrangle formed by the square on which the Pawn is and that where it would become a Queen.

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FIRST SITUATION.

WHITE.	BLACK.
King at Q. Kt. square	Kt. at K. Kt. fourth square
	Pawn at K. B. third square

1. King to Q. B. second square	1. Pawn one square
2. K. to Q. second square	2. P. one square
3. K. to K. second square	3. P. checks
4. K. to K. third square	4. If he have nothing to play but

Knight or Pawn he will of course lose the Pawn.

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SECOND SITUATION.

WHITE.	BLACK.
King at Q. B. square	Kt. at adv. K. third square
	P. at adv. K. B. fourth square

In this situation if Black have the move he will win, though the White King could overtake the Pawn, if it were alone; for example :

1. Pawn one square	1. K. to Q. second square
2. Pawn one square	2. K. to his second square
3. Pawn becomes a Queen, checks and wins.	

The reason the Black wins in the above situation, is owing to the position of his Knight which defends the Pawn when it becomes a Queen.

Observe that when the Knight is behind the Pawn and defends it, the King can never take the Knight without allowing the Pawn to become a Queen ; therefore when you have a Knight and Pawn against a King, you should endeavour to defend your Pawn by playing the Knight *behind* it, and not *before* it ; for example :

THIRD SITUATION.

WHITE.	BLACK.
K. at K. Kt. third square	K. at Q. R. square
	Kt. at adv. Q. B. second square
	Pawn at adv K. B. third square

BLACK TO MOVE.

In this situation it is by no means a matter of indifference whether Black defend the Pawn, by playing Knight to adv. King's square, or to adv. Queen's fourth square ; in the former case, White will be able to draw the game ; in the latter Black will win ; for example:

In the first place.

BLACK.	WHITE.
1. Kt. to adv. K. square	1. K. to K. B. second square

2. If he move the King, he will lose the Knight and afterwards the Pawn, and if he play the Knight, he wil lose the Pawn.

In the second place.

1. Kt. to adv. Q. fourth square	1. K. to K. B. second square
2. K. to Q. Kt. second square	2. K. to his third square
3. K. to Q. B. third square	3. If you take the Knight his Pawn

will advance to Queen, therefore

	K. to K. B. second square
4. K. to Q. fourth square	4. K. to his third square
5. K. to K. fourth square	5. K. to K. B. second square
6. K. to adv. K. fourth square	6. K. to K. B. square
7. K. to adv. K. third square	7. K. to his square
8. Pawn checks	8. K. to K. B. square
9. Knight anywhere	9. K. to K. Kt. second square

10. K. to adv. K. second square and afterwards advances the Pawn to Queen.

FOURTH SITUATION.

WHITE.	BLACK.
King at Q. square	King at K. B. second square
Knight at K. B. second square	Pawn at K. R. second square
Pawn at adv. K. B. third sq.	

In this situation you should not move your Knight to K. Kt. fourth square to defend the Pawn, because Black by playing K. R. P. two squares, would compel your Knight to remove and then take your Pawn; you ought to play your Knight to K. fourth square, and then advance your King, in order to take his Pawn or push your own to Queen.

CHAPTER XLIV.

A Bishop and Pawn against a Knight.

IF the Pawn be on a Rook's file it will go to Queen, but not if it be on any other file, unless it have reached its seventh square; for example:

───

FIRST SITUATION.

WHITE.	BLACK.
Bishop at Q. second square	Knight at adv. Q. R. fourth square
Q. R. P. at its third square	

WHITE TO MOVE.

1. B. to Q. Kt. fourth square   1. Kt. to Q. Kt. third square
2. B. to adv. Q. B. fourth square   2. If he play Kt. to adv. Q. R. fourth square, by playing B. to Q. fourth square, you will win the Knight the next move, therefore
                       Kt. to Q. second square
3. B. to Q. fourth square   3. Kt. to Q. Kt. square
4. P. one square   4. Kt. to Q. B. third square
5. B. to Q. B. third square   5. Kt. to Q. R. second square
6. P. one square   6. Kt. to Q. Kt. fourth square
7. P. one square   7. If he takes Bishop you will advance the Pawn in two moves to Queen, therefore
                       Kt. to Q. R. second square
8. B. to Q. fourth square   8. Kt. to Q. B. third square
9. B. to adv. Q. B. fourth square   9. Kt. to Q. Kt. square
10. Pawn becomes a Queen in two moves.

SECOND SITUATION.

WHITE.	BLACK.
Bishop at K. second square	Kt. at adv. Q. Kt. fourth square
Pawn at Q. Kt. third square	

WHITE TO MOVE.

1. B. to K. B. third square	1. Kt. to adv. Q. B. second square
2. B. to adv. Q. fourth square	2. Kt. to adv. Q. Kt. fourth square
3. B. to K. fourth square	3. Kt. to Q. R. third square, and

will always be able to play the Kt. either to Q. R. third square, to adv. Q. R. second square, to Q. B. third square, to Q. fourth square, to adv. Q. B. second square, or to adv. Q. third square, and back to adv. Q. Kt. fourth square and consequently to prevent the advance of the Pawn.

It is evidently owing to the Knight having the choice of *six* squares to play to, when at adv. Q. Kt. fourth square, from all of which he cannot be withheld by the Bishop, that the Pawn cannot advance; but when the Pawn is on a Rook's file, the Knight has the choice of four squares at most, from all of which the Bishop can withhold him, and consequently oblige him to play elsewhere, and then gain time to advance the Pawn. If the Pawn be on the Bishop's, King's or Queen's file, the difficulty of forcing the Knight away will be even greater, because he then has the choice of eight squares. If the Pawn have already reached its seventh square it will also win, and for the same reason, namely, because the Knight which is before it has the choice of only four squares, all of which the Bishop can prevent his occupying; for example:

THIRD SITUATION.

WHITE.	BLACK.

Bishop at Q. second square   Knight at Q. B. square

Pawn at adv. Q. B. second sq.

WHITE TO MOVE.

1. B. to K. third square   1. Kt. to K. second square

2. B. to K. B. second square   2. Kt. to Q. B. square

3. B. to adv. Q. B. fourth square   3. Must lose the Knight, &c. but
if on the second move he had not played Kt. to Q. B. square, the
Pawn would have gone to Queen.

If the Bishop had been on a White square, the re-
sult would have been the same; for example:

FOURTH SITUATION.

WHITE.	BLACK.

Bishop at Q. square   Kt. at Q. B. square

Pawn at adv. Q. B. second sq.

1. B. to K. Kt. fourth square   1. Kt. to Q. Kt. third square

2. B. to K. R. third square   2. Cannot play to Q. B. square
without being taken, and if he play elsewhere, the Pawn will ad-
vance to Queen.

CHAPTER XLV.

A Bishop and Pawn against a Bishop.

As the Bishops may be on the same, or on different colours, I shall give two situations; in the first, I shall suppose the Bishops to be on the same colour; for example:

FIRST SITUATION.

WHITE.	BLACK.
Bishop at adv. K. fourth sq.	Bishop at Q. B. fourth square
Pawn at Q. B. fourth square	

When the Bishops are on the same colour, the Pawn cannot advance to Queen, but it will cost the adversary his Bishop to prevent it; for example, suppose White to play.

1. B. to Q. B. third square	1. B. to Q. third square
2. B. to Q. fourth square	2. B. to adv. Q. Kt. fourth sq.
3. P. one square	4. If he take the Pawn he loses
the Bishop, and if	
	B. to Q. R. fourth square
4. B. to adv. K. fourth square	4. B. to Q. square
5. Pawn one square	5. B. to Q. Kt. third square
6. Pawn one square	6. Must take it, to prevent its going to Queen.

SECOND SITUATION.

WHITE.	BLACK.
Bishop at Q. fourth square	Bishop at adv. K. B. third square
Pawn at Q. B. fourth square	

In this and similar situations, where the Bishops are on different coloured squares, the Pawn cannot possibly advance to Queen, because the Bishop cannot be forced to quit the diagonal line over which the Pawn must pass, and which in the present instance, runs from Black Q. R. square to White K. R. square.

CHAPTER XLVI.

A Bishop and Pawn against a Rook.

THE Rook will generally be able to stop or win the Pawn ; for example :

━━━━

FIRST SITUATION.

WHITE.	BLACK.
Bishop at adv. Q. B. fourth sq.	Rook at K. R. square
Pawn at Q. fourth square	

WHITE TO MOVE.

1. Pawn one square	1. R. to K. R. second square or to Q. square and prevents the advance of the Pawn

In some situations the Pawn can only be taken at the expense of the Rook ; for example :

━━━━

SECOND SITUATION.

WHITE.	BLACK.
Bishop at Q. fourth square	Rook at Q. R. square
Pawn at adv. K. R. third square	

It is immaterial which begins, suppose the White.

1. Pawn one square	1. R. to Q. square
2. Pawn becomes a Queen	2. R. takes Q.
3. Bishop takes R. &c.	

Suppose the Black begin.

1. As he cannot move Rook to Q. R. second square nor to K. R. square:
   in order to stop the Pawn, without being taken by the Bishop,
   it is of little consequence where he moves, suppose therefore

   R. to adv. Q. R. fourth square   1. If you were to move the Bishop
   to K. B. second square, he would be able to stop the Pawn with-
   out losing the Rook : (see A.) therefore

                             Pawn one square

2. If he take the Bishop, you will make a Queen ; and if he play R. to
   Q. R. square, by advancing the Pawn, you will win the Rook, as
   before.

(A.)

1. R. to adv. Q. R. fourth square   1. B. to K. B. second square
2. R. to Q. R. fourth square, and afterwards to K. R. fourth square, &c.

You might, however, have played the Bishop on the
first move, and yet have gained the Rook for the Pawn,
for example :

1. R. to adv. Q. R. fourth square   1. B. to adv. K. B. third square
2. R. to Q. R. second square   2. B. to adv. K. Kt. second square
3. R. to Q. Kt. second square   3. P. one square
4. If he take the Bishop, the Pawn will become a Queen, therefore

   R. to Q. Kt. square   4. Pawn becomes a Q. &c.

THIRD SITUATION.

WHITE.	BLACK.
Bishop at adv. Q. Kt. fourth square	Rook at K. R. square
Pawn at adv. K. B. second square	

BLACK TO MOVE.

In similiar situations Black must be careful not to move to that side where the Bishop is. In the present instance if he move to any other than K. B. square, he cannot prevent White from making a Queen; for example:

1. Rook to Q. Kt. square   1. B. to adv. K. square, and after-
       wards advances the Pawn to Queen.

Sometimes the Bishop and Pawn are able to confine the Rook, and entirely prevent his moving without being taken; for example:

FOURTH SITUATION.

WHITE.	BLACK.
Bishop at Q. fourth square	Rook at Q. Kt. second square
Pawn at adv. K. R. third square	

BLACK TO MOVE.

1. R. to K. R. second square. If he play any other move, he cannot prevent the loss of the Rook for the Pawn as we have already seen

           1. B. to adv. K. Kt. second square

2. The Rook cannot move without being taken.

CHAPTER XLVII.

A Bishop and Pawn against the Queen.

· The Queen can generally stop or win the Pawn; when the Pawn is far advanced, it however may be- come a Queen; for example:

———

FIRST SITUATION.

WHITE.	BLACK.
Bishop at Q. fourth square	Queen at Q. B. square
Pawn at adv. K. R. third square	

White having the move advances the Pawn in two moves to Queen.

———

SECOND SITUATION.

WHITE.	BLACK.
Bishop at adv. Q. Kt. fourth square	Q. at K. R. square
Pawn at adv. K. B. second square	

BLACK TO MOVE.

You will probably recollect that we had a similar situation with a Rook against a Bishop and Pawn, when I shewed you that if the Rook moved to that side of the Pawn where the Bishop was he would lose; this is not, however, the case with the Queen; for example:

1. Queen to Q. Kt. square   1. Bishop to adv. K. square
2. Q. to adv. Q. Kt. fourth square, and still prevents the advance of the
     Pawn to Queen.

CHAPTER XLVIII.

A Bishop and Pawn against the King.

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FIRST SITUATION.

WHITE.	BLACK.
King at K. B. third square	Bishop at adv. Q. Kt. fourth square
	Pawn at Q. B. fourth square

BLACK TO MOVE.

1. Pawn one square	1. K. to his second square
2. Pawn one square	2. K. to Q. square
3. B. to adv. Q. R. third square	3. K. to Q. B. second square
4. B. to adv. Q. Kt. second square	4. K. to Q. square, &c.

It is evident that the Pawn cannot advance to Queen.

In some positions the Pawn advances to Queen, though the King be in the quadrangle, owing to the peculiar situation of the Bishop; for example:

───

SECOND SITUATION.

BLACK.	WHITE.
King at K. Kt. square	Bishop at adv. Q. Kt. fourth square
	Pawn at Q. B. fourth square

1. Pawn one square	1. King to K. B. square
2. Pawn one square	2. K. to his second square, or to his own square
3. Pawn one square	3. The situation of the Bishop prevents you from attacking the Pawn, and consequently it will become a Queen.

·vents you from attacking the Pawn, and consequently it will become a Queen.

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THIRD SITUATION.

WHITE.	BLACK.
King at K. B. square	Bishop at Q. B. third square
	Q. R. P. at its fourth square

WHITE TO MOVE.

In this situation you may prevent the Pawn advancing to Queen if you play properly; a little inattention might, however, easily cause you the loss of the game; for example:

1. K. to his square	1. Pawn one square
2. K. to Q. square	2. Pawn one square
3. K. to K. B. second square.	If you had played to K. B. square, you could not have prevented his Pawn from becoming a Queen, see (A.)
	3. B. to Q. fourth square
4. K. to Q. Kt. square	4. Pawn one square and checks
5. K. to Q. R. square; then to Q. Kt. second square, &c.	

(A.)

3. K. to Q. B. square	3. B. to adv. K. fourth square
4. You are now compelled to move to Q. square, or to Q. second square, and are therefore unable to prevent the advance of the Pawn to Queen.	

If the Black could have played his King to the assistance of the Bishop and Pawn, still he could not have won the game, because a Pawn on a Rook's file with a Bishop that does not command the square where the Pawn would become a Queen, cannot win if the King that is alone can play to the Rook's square, towards which the Pawn is proceeding; for example:

―――

FOURTH SITUATION.

WHITE.	BLACK.
King at Q. Kt. square	King at adv. Q. Kt. fourth square
	Bishop at adv. Q. B. fourth square
	Pawn at adv. Q. R. third square

WHITE TO MOVE.

1. K. to Q. R. square   1. B. to adv. Q. third square

2. K. to Q. R. second square   2. K. to adv. Q. R. fourth square

3. K. to Q. R. square   3. If he move K. to adv. Q. Kt. third square, the White will be stalemated, therefore

                        B. to adv. Q. B. fourth square

4. K. to Q. Kt. square   4. K. to adv. Q. Kt. third square

5. K. to Q. R. square   5. If he advance the Pawn, or move B. to adv. Q. third square, White will be stalemated, and if

                        B. to Q. fourth square

6. K. to Q. Kt. square   6. Pawn checks

7. K. to Q. R. square   7. If he move K. to adv. Q. R. third square, or to adv. Q. B. second or third square, White will be stalemated, and if   K. to adv. Q. Kt. fourth square

8. K. to Q. Kt. second square, and then back to Q. R. square, &c. as Black cannot possibly prevent the White from moving to those two squares without stalemating him.

This is not the only example of a King, a Piece, and Pawn being unable to win against the King. A Pawn at the adv. Knight's third square, defended by a Bishop at the adv. Rook's second square, cannot win if the King can be played to the Knight's second square before the Pawn; for example:

=====

FIFTH SITUATION.

WHITE.	BLACK.
King at Q. R. fourth square	King at Q. Kt. second square
	Bishop at adv. Q. R. second square
	Pawn at adv. Q. Kt. fourth square

BLACK TO MOVE.

1. Pawn one square	1. K. to Q. R. third square
2. K. to Q. B. third square	2. K. to Q. Kt. second square

Your King is now in the situation before mentioned, and it will be impossible for the Black to win.

3. K. to Q. B. fourth square	3. K. to Q. R. square
4. K. to adv. Q. B. fourth square	4. K. to Q. Kt. second square
5. K. to adv. Q. third square	5. K. to Q. R. square. If you had played K. to Q. B. square, you would have lost the game, see (A.)
6. If he plays K. to adv. Q. B. third square, White will be stalemated, and if	
K. to adv. Q. second square	6. K. to Q. Kt. second square
7. K. to adv. Q. square	7. K. to Q. R. square
8. If he play K. to adv. Q. B. square, you will be stalemated, and if	
K. to adv. Q. second square	8. K. to Q. Kt. second square
9. K. to adv. Q. third square	9. K. to Q. R. square
10. It is evident that he cannot play the King so as to prevent your moving either to your Q. R. square, or Q. Kt. second square,	

without stalemating you, nor can he win if he sacrifice the Bishop ; for example :

B. to adv. Q. Kt. square	10. K. takes B.
11. K. to adv. Q. B. third square	11. K. to Q. B. square
12. K. to adv. Q. Kt. fourth square	12. K. to Q. Kt. second square
13. K. to adv. Q. R. fourth square	13. K. to Q. Kt. square, and not to Q. R. square nor to Q. B. square, as will be explained in a future Chapter.
14. K. to adv. Q. R. third square	14. K. to Q. R. square
15. Pawn checks	15. K. to Q. Kt. square
16. Is compelled to abandon the Pawn, or play K. to adv. Q. Kt. third square, and White is stalemated.	

(A.)

5. K. to Q. B. square

6. K. to adv. Q. B. third square, aud afterwards advances the Pawn in two moves to Queen.

If the Black had had a Pawn at adv. Q. R. second square instead of a Bishop, he would have won the game ; for example :

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SIXTH SITUATION.

WHITE.	BLACK.
King at Q. R. square	King at adv. Q. Kt. fourth square
	Pawn at adv. Q. Kt. third square
	Pawn at adv. Q. R. second square

WHITE TO MOVE.

1. K. to Q. Kt. second square	1. Pawn becomes a Queen
2. K. takes Q.	2. K. to adv. Q. R. third square
3. K. to Q. Kt. square	3. Pawn one square
4. Is compelled to play K. to Q. B. second square	4. K. to adv. Q. R. second square, and afterwards advances the Pawn to Queen.

CHAPTER XLIX.

A Rook and Pawn against a Knight.

THE Knight cannot prevent the advance of the Pawn to Queen, because the Rook can prevent the Knight from attacking the square before the Pawn, for example :

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SITUATION.

WHITE.	BLACK.
Rook at K. Kt. fourth square	Kt. at Q. B. third square
Pawn at adv. Q. B. fourth square	

WHITE TO MOVE.

1. R. to adv. K. Kt. third square	1. Kt. to adv. Q. Kt. fourth square
2. R. to adv. K. R. third square	2. Kt. to Q. fourth square
3. P. one square	3. Kt. to Q. B. second square
4. R. to adv. K. R. second square	4. Kt. to K. third square
5. R. to adv. K. second square	5. Kt. removes
6. Pawn advances in two squares.	

CHAPTER L.

A Rook and Pawn against a Bishop.

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SITUATION.

<table>
<tr><td align="center">**WHITE.**</td><td align="center">**BLACK.**</td></tr>
<tr><td>Rook at adv. Q. R. fourth square</td><td>Bishop at adv. K. B. second square</td></tr>
<tr><td>Pawn at Q. B. fourth square</td><td></td></tr>
</table>

As the Rook cannot remove the Bishop from the diagonal line that is immediately before the Pawn, and which runs from Black Q. R. second square to White K. Kt. square, it is evident that the Pawn cannot become a Queen, but the Bishop must be sacrificed to prevent it.

CHAPTER LI.

A Rook and Pawn against a Rook.

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FIRST SITUATION.

WHITE.	BLACK.
Rook at Q. B. square	Rook at Q. B. fourth square
Pawn at Q. B. fourth square	

In this position if Black have nothing to play but the Rook, he will be obliged to sacrifice it to prevent the Pawn's becoming a Queen; for example:

WHITE	BLACK
1. R. to Q. B. second square	1. R. to Q. B. square
2. Pawn one square	2. R. to Q. B. third square
3. R. to Q. B. square	3. R. to K. third square
4. P. one square	4. R. to K. square
5. P. one square	5. R. to Q. B. square
6. R. to Q. B. second square	6. R. removes
7. P. advances to Queen	

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SECOND SITUATION.

WHITE.	BLACK.
Rook at K. R. fourth square	Rook at Q. B. fourth square
Pawn at Q. B. fourth square	

In this position the Pawn cannot advance without being taken, because Black will play his Rook on the line between K. R. fourth square and Q. R. fourth square, and prevent it.

It will not be necessary to give you any example of a Rook and Pawn against a Queen, as the Pawn can very seldom be advanced to Queen, nor shall I say more about a Rook and Pawn against a King than that as a Rook, with the assistance of its own King, can easily checkmate, so much the more easy can a Rook and Pawn win.

With regard to a Queen and Pawn against a Piece, it will be equally unnecessary to give examples, because we have already seen that the Queen without a Pawn can win against a Bishop or Knight. The Queen can also win against a Rook, except in a few positions, but the method is too difficult for you to understand at present. A Queen and Pawn against a Queen seldom wins, because it generally happens that the party having the Queen only can draw the game by a perpetual check. We shall now proceed to those situations in which one player has a King and Pawn, and the other a Piece.

CHAPTER LII.

A King and Pawn against a Knight.

THE Pawn cannot become a Queen, unless it be on a Rook's file and within one square only of Queen; in every other case (except of course those, in which the Knight is too far off to be of use) the Knight may be sacrificed to prevent the advance of the Pawn to Queen; for example:

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FIRST SITUATION.

WHITE.	BLACK.
King at Q. Kt. fourth square	Knight at Q. Kt. third square
Pawn at adv. Q. R. second sq.	

WHITE TO MOVE.

1. K. to adv. Q. Kt. fourth square   1. Kt. to Q. R, square
2. K. to adv. Q. B. third square   2. Must lose the Knight, and if the Black could move any other piece the White would still win' the Knight by playing K. to adv. Q. Kt. second square.

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SECOND SITUATION.

WHITE.	BLACK.
King at adv. Q. R. fourth sq.	Knight at Q. R. second square
Pawn at adv. Q. R. third sq.	

1. K. to adv. Q. Kt. third square	1. Kt. to Q. B. square and checks
2. K. to adv. Q. B. second square	2. Kt. to Q. R. second square
3. K. to adv. Q. Kt. second square	3. Kt. to Q. Kt. fourth square
4. K. to adv. Q. Kt. third square	4. Kt. to Q. third square

5. If you play the Pawn he will play the Kt. to Q. B. square, checking your King and attacking at the same time your Pawn, and of course you cannot prevent his taking the Pawn with the Knight; and if

K. to adv. Q. B. third square	5. Kt. to Q. B. square
6. K. to adv. Q. Kt. second square	6. Kt. to Q. third square & checks
7. K. to adv. Q. Kt. square	7. Kt. to adv. Q. Kt. fourth sq. &c.

It is evident that you cannot advance your Pawn without putting it *en prise* of his Knight, or allowing him to attack your King and Pawn at the same time. If the Black had his King far off, for example, at his Rook's square, the above is the only method by which he could draw the game.

————

THIRD SITUATION.

WHITE.	BLACK.
K. at adv. Q. Kt. third square	K. at adv. K. Kt. fourth square
Q. Kt. P. at adv. Q. Kt. second sq.	Kt. at Q. Kt. square
K. R. P. at its fourth square	Pawn at K. R. fourth square

WHITE TO MOVE.

In this situation the game will be drawn; for example:

I

1. K. to adv. Q. B. second square   1. Kt. to Q. R. third sq. & checks

2. If you play to any other than adv. Q. Kt. third square, Black will take K. R. P. therefore

    K. to adv. Q. Kt. third square   2. Kt. to Q. Kt. square

3. K. to adv. Q. B. second square, &c. and the same moves will continually recur. But in the following situation though very similar to this, the Black will win.

———

FOURTH SITUATION.

WHITE.	BLACK.
K. at adv. Q. B. third square	K. at adv. K. Kt. fourth square
Q. B. P. at adv. Q. B. second sq.	Knight at Q. B. square
K. R. P. at its fourth square	Pawn at K. R. fourth square

WHITE TO MOVE.

1. K. to adv. Q. second square   1. Kt. to Q. R. second square and not to Q. Kt. third square

2. K. to adv. Q. third square   2. K. takes K. R. P.

3. K. to adv. Q. B. fourth square   3. K. to adv. K. Kt. third square

4. K. to adv. Q. Kt. third square   4. Kt. to Q. B. square & checks

5. K. to adv. Q. Kt. second square   5. Kt. to K. second square

6. K. to adv. Q. Kt. third square   6. K. R. P. one square

7. K. to adv. Q. B. fourth square   7. K. R. P. one square

8. K. to adv. Q. third square   8. Kt. to Q. B. square & checks

9. K. to adv. Q. second square   9. Kt . to Q. R. second square

10. K. to Q. third square   10. Q. R. P. one square and afterwards becomes a Queen and wins easily.

You will doubtless have remarked that the loss of the game is owing to the Knight's being able to move to Q. R. second square on the first move and afterwards to Q. second square; thus preventing your King from

attacking it immediately and giving the Black time to take the K. R. P. and advance his own to Queen; in the former situation the Knight could not be moved so as to prevent your King from attacking it immediately, and consequently the game was drawn.

It will not be necessary to say more respecting a King and Pawn against a Bishop, a Rook or a Queen, than that the Piece can generally stop the progress of the Pawn and take it.

CHAPTER LIII.

A King and Pawn at its seventh square, against a King and Queen.

A Rook's Pawn or Bishop's Pawn advanced as far as its seventh square and accompanied by its King draws the game against a King and Queen; except in a few cases which I shall shew you; all the other Pawns in similar situations lose. I shall proceed to shew you how to win, if the Pawn be on a Knight's file, and the same method must be pursued if the Pawn be on a King's or Queen's file.

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FIRST SITUATION.

WHITE.	BLACK.
King at Q. Kt. fourth square	King at adv. K. R. second square
Queen at adv. K. third square	Pawn at adv. K. Kt. second sq.

WHITE TO MOVE.

1. Q. to K. second square

2. Q. to K. square & checks

3. Q. to K. B. second square

4. Q. to K. R. fourth sq. & checks

1. K. to adv. K. Kt. third square

2. If he play to any other than adv. K. R. second square, you should play your Queen to K. Kt. square and then advance your King, therefore

        K. to adv. K. R. second square

3. K. to adv. K. R. square

4. K. to adv. K. Kt. square

5. K. to Q. B. third square   5. K. to adv. K. B. square
6. Q. to K. B. fourth sq. & checks   6. K. to adv. K. second square
7. Q. to K. Kt. third square   7. K. to adv. K. B. square
8. Q. to K. B. third sq. & checks   8. K. to adv. K. Kt. square
9. K. to Q. third square   9. K. to adv. K. R. square
10. Q. to K. R. third sq. & checks   10. K. to adv. K. Kt. square
11. Must not move K. to his second square, on account of the stalemate,
       therefore
    K. to his third square   11. K. to adv. K. B. square
12. K. to K. B. third square and afterwards takes the Pawn.

The only method of winning is by forcing his King
to move before his Pawn, which gives you time to
play your King and ultimately to win the Pawn, but if
it be a Bishop's Pawn you cannot force him before it,
and if it be a Rook's Pawn it is useless, as we shall pre-
sently see.

Example of a Bishop's Pawn.

SECOND SITUATION.

WHITE.	BLACK.
King at adv. Q. Kt. fourth sq.	K. at adv. K. Kt. second square
Queen at K. third square	P. at adv. K. B. second square

WHITE TO MOVE.

1. Q. to K. second square   1. K. to adv. K. Kt. square : had he
       played K. to adv. K. Kt. third square he would have lost by your
       playing Q. to K. B. square and then the King towards the Pawn.
2. Q. to K. Kt. fourth sq. & checks 2. K. to adv. K. R. second square

3. Q. to K. B. third square	3. K. to adv. K. Kt. square
4. Q. to K. Kt. third sq. & checks the Pawn, but plays	4. Is not compelled to move before
	K. to adv. K. R. sq.

5. If you take the Pawn, the Black will be stalemated, if you play your King, he will make a Queen; and if you repeat the checks the same moves will recur, the game will therefore be drawn.

Example of a Rook's Pawn.

THIRD SITUATION.

WHITE.	BLACK.
K. at adv. Q. Kt. fourth square	K. at adv. K. Kt. second square
Q. at adv. K. third square	P. at adv. K. R. second square .

WHITE TO MOVE.

1. Q. to K. Kt. fourth sq. & checks	1. K. to adv. K. B. second square
2. Q. to K. R. third square	2. K. to adv. K. Kt. square
3. Q. to K. Kt. third sq. & checks	3. K. to adv. K. R. square

4. If you move the King, Black will be stalemated; you are therefore compelled to remove the Queen from the Knight's file, and consequently can never bring your King up to win the Pawn, the game is therefore drawn.

There are however a few situations in which a King and Queen win against a Bishop's or Rook's Pawn, at its seventh square, and which I shall now proceed to shew you.

FOURTH SITUATION.

WHITE.	BLACK.
King at adv. K. B. fourth square	King at adv. K. Kt. second square
Queen at Q. second square	Pawn at adv. K. B. second square

WHITE TO MOVE.

1. K. to K. Kt. fourth square   1. K. to K. Kt. square, or (A.)
2. If you were to play K. to K. Kt. third square, he would make a Knight of the Pawn, checking King and Queen, and draw the game ; therefore

     K. to K. B. third square   2. If he play K. to adv. K. R. sq. you should take his Pawn with the King, but if he play

                                                P. becomes a Queen & checks

3. K. to K. Kt. third square   3. Cannot play any where to avoid checkmate either at your K. Kt. second square or K. R. second square, unless he lose the Queen for nothing.

FIFTH SITUATION.

WHITE.	BLACK.
King at adv. K. B. fourth square	King at adv. K. R. square
Queen at K. Kt. fourth square	Pawn at adv. K. R. second square

WHITE TO MOVE.

1. Q. to K. second square   1. K. to adv. K. Kt. square
2. K. to K. Kt. fourth square   2. P. becomes a Queen
3. K. to K. Kt. third square   3. Cannot prevent your playing Q. to K. square and checkmating him unless he lose the Queen for nothing. Observe that if he play his Queen to your K. B. third square, you should not take it with the Queen but with the King.

SIXTH SITUATION.

WHITE.	BLACK.
King at Q. fourth square	King at adv. K. R. square
Queen at K. Kt. fourth square	Pawn at adv. K. R. second square

1. Q. to K. B. third square & checks	1. K. to adv. K. Kt. square
2. K. to his third square	2. P. becomes a Queen
3. Q. to K. B. second square and checkmates	

SEVENTH SITUATION.

WHITE.	BLACK.
King at Q. square	King at adv. K. Kt. square
Queen at adv. K. fourth square	Pawn at adv. K. R. second square

WHITE TO MOVE.

1. K. to his second square	1. P. becomes a Queen
2. Q. to her fourth sq. & checks	2. K. to adv. K. R. second square
3. Q. to K. R. fourth sq. & checks	3. If he play K. to adv. K. Kt. sq. you will checkmate him at K. B. second square, therefore K. to adv. K. Kt. second square
4. Q. to K. Kt. fourth sq. & checks	4. K. to adv. K. R. second square
5. K. to K. B. second square and checkmates in three moves	

CHAPTER LIV.

A King and Pawn against a King.

THE winning or drawing of the game will depend en-tirely on the relative position of the Kings and the Pawn. I request your particular attention to this chap-ter: in the first place, because it often happens that a player remains with a King and Pawn against a King towards the end of the game; secondly, because one incorrect move can seldom be retrieved; thirdly, be-cause many who have played much know very little about it, not from any real difficulty, but because they have never been properly instructed.

A Pawn on a Rook's file with a King only can never win, if the adversary's King can be played to the Rook's square, where the Pawn would become a Queen, or to any square on that Rook's file before the Pawn; for example:

FIRST SITUATION.

WHITE.	BLACK.
King at K. R. square	King at K. Kt. third square
	Pawn at K. R. third square

I 2

In this situation it is impossible for the Black to win; all you have to do, is to play your King to one of the squares adjoining the K. R. square and back, which he cannot prevent without stalemating you. If your King were at **K. R.** second, third, or fourth square, the result would be the same, because in no case can he prevent your occupying your Rook's square without losing his Pawn. If there be two or more Pawns on the Rook's file, the result will be the same; this is not the case on the other files. It sometimes happens that you can draw the game, though unable to obtain possession of the Rook's square; for example:

———

SECOND SITUATION.

WHITE.	BLACK.
King at his fourth move	King at adv. K. R. third square
	Pawn at adv. K. R. fourth square

WHITE TO MOVE.

1. K. to K. B. third square   1. K. to adv. K. R. second square

2. If you were to attack the Pawn, you would lose: see (A.) therefore, K. to K. B. second square

           2. K. to adv. K. R. square

3. K. to K. B. square   3. P. one square

4. K. to K. B. second square   4. If he play Pawn one square, you should play K. to K. B. square, and if

           K. to adv. K. R. second square

5. K. to K. B. square   5. If he play to adv. K. R. square, the same moves will recur, and if he play

           K. to adv. K. Kt. third square

6. K. to K. Kt. square	6. Pawn checks

7. K. to K. R. square, and Black must either abandon the Pawn or stalemate the White.

(A.)

2. K. to K. Kt. fourth square	2. Pawn one square
3. K. to K. B. third square	3. K. to adv. K. Kt. square, and

afterwards advances the Pawn to Queen, &c.

You draw the game, if you play properly, by confining his King to your Rook's file, for it is evident that as long as he remains on that file before the Pawn, he cannot make a Queen; and if he quit it, you will be able to play your King to his Rook's square as before. In the following situation, though you have apparently a lost game, yet you will be able to draw it in the same manner as the above.

THIRD SITUATION.

WHITE.	**BLACK.**
King at Q. B. fourth square	King at adv. K. B. fourth square
Pawn at K. R. second square	Pawn at adv. Q. fourth square
	Pawn at adv. K. R. third square

WHITE TO MOVE.

1. K. takes Q. P.	1. K. to adv. K. B. third square
2. K. to Q. third square	2. K. to adv. K. Kt. second square
3. K. to his second square	3. K. takes P.

4. K. to K. B. second square, and the position is the same as before.

We shall now proceed to examine situations in which one player has a King and a Pawn not on a Rook's file, and the other the King only, beginning with easy positions and proceeding to others more difficult.

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FOURTH SITUATION.

WHITE.	**BLACK.**
King at adv. Q. third square	King at Q. B. square
Q. B. P. at adv. Q. B. third sq.	

In this position the winning or drawing of the game depends entirely on who has the first move; if you have the move you will win; if your adversary, the game will be drawn; for example:

Suppose the White begin:

1. Pawn one square

    1. Is compelled to play
        K. to Q. Kt. second square

2. K. to adv. Q. second square and then advances the Pawn to Queen

Suppose the Black begin.

1. King to Q. square; had he played to Q. Kt. square, White would have moved K. to adv. Q. second square and then advanced the Pawn in two moves to Queen.

    1. P. one square & checks or (A.)

2. K. to Q. B. square

    2. If the King move to any other than adv. Q. B. third square, Black will take the Pawn, and if he move to adv. Q. B. third square, Black will be stalemated; the game is consequently drawn.

(A.)

BLACK.	WHITE.
1. K. to Q. square	1. K. to adv. Q. fourth square
2. K. to Q. B. second square	2. K. to adv. Q. B. fourth square

3. K. to Q. B. square: if he had played any other move he would have lost, see (B.)

          3. K. to adv. Q. Kt. third square

4. Must not play K. to Q. square, because White would move K. to adv. Q. Kt. second square, and then advance the Pawn to Queen; therefore he plays in opposition to the White King:

K. to Q. Kt. square

          4. K. to adv. Q. B. fourth square

5. May play King to Q. B. square, ready to play in opposition to the King, if he move either to adv. Q. third square, or to adv. Q. Kt. third square; but he may also play

K. to Q. B. second square

          5. K. to adv. Q. fourth square

6. K. to Q. B. square, in readiness to play K. to Q. square, in case the White move K. to adv. Q. third square; for had the Black played any other move he would have lost. (see C.)

          6. K. to adv. Q. third square

7. K. to Q. square and the position is the same it was at the beginning, and it is evidently drawn.

(B.)

3. K. to Q. Kt. square	3. K. to adv. Q. Kt. third square

4. If he move K. to Q. B. square, you must advance the Pawn and then play your King to adv. Q. Kt. second square, &c.; but if he play

K. to Q. R. square

          4. Must not advance the Pawn because Black would be stalemated, therefore

K. to adv. Q. B. second square

5. K. to Q. R. second square   5. K. to adv. Q. square and then advances the Pawn in two moves to Queen.

(C.)

6. K. to Q. Kt. square (or D.) or to Q. square	6. K. to adv. Q. third square
7. K. to Q. B. square	7. P. one square and then K. to adv. Q. second square as before

(D.)

6. K. to Q. Kt. third square	6. K. to adv. Q. third square
7. K. any where	7. K. to adv. Q. second square and then advances the Pawn in two moves to Queen.

From the foregoing examples you will perceive that it is of the utmost importance, so to move the King that is alone, that he may be able to play in opposition to the adverse King, the moment he is played alongside the Pawn.   Observe moreover, as a general rule, that when the Pawn checks at its seventh square, the game will be drawn ; but if it do not check it will win.   You should endeavour if you have the Pawn to play your King before it, for though even then you cannot always win, yet your adversary is more likely to make mistakes than if your King were behind it ; besides you cannot possibly win unless you are able to play your King to the Pawn's sixth square, before the Pawn, or to the seventh square of the adjoining file, not that it is always necessary to play the King there, but you must have the power of doing it or you cannot win ; for example :

FIFTH SITUATION.

WHITE.	BLACK.
King at adv. Q. fourth square	King at Q. Kt. second square
Pawn at adv. Q. B. fourth sq.	

In this situation if you have the move, you will win; because your adversary cannot prevent your King from occupying the Pawns sixth square; but if the Black were to begin, the game would be drawn, because he can prevent your occupying that square; for example:

Suppose the White begin:

1. K. to adv. Q. third square   1. If he move K. to Q. Kt. square
   it will not be *necessary* for you to move your King to adv. Q. B. third square; you may play him to adv. Q. second square and then advance the Pawn in three moves to Queen; but suppose he play   K. to Q. B. square
2. If you were to move the Pawn, he would play his King to Q. square, in opposition to yours, and the game would be drawn; because, your Pawn would check on its reaching its seventh square, but if instead of playing your Pawn to its seventh square you moved the King, he would play as already directed in the fourth situation, and draw the game. As you cannot play the Pawn without enabling him to draw the game, you must move the King, but if you play him to any other than to adv. Q. B. third square, he will also draw the game, by playing his King to Q. B. second square; thus preventing your King from occupying the Pawn's sixth square, which is necessary in order to win the game, as before observed. The only good move for you, is to play

K. to adv. Q. B. third square

In this position you will win, whether you have the move or not, therefore recollect this as a general rule,

that when the player who has the King and Pawn can play his King to the Pawn's sixth square in front of the Pawn, he invariably wins, provided the adverse King be not between the King and Pawn, or in a situation where he could immediately take the Pawn. It is now the Black's move, and he must play his King either to Q. Kt. square or to Queen's square ; if the former, you play your King to adv. Q. second square; if the latter, you should play your King to adv. Q. Kt. second square ; and in both cases, you will advance your Pawn in three moves afterwards to Queen.` Let us now resume the foregoing position and suppose that the Black have the move.

BLACK.	WHITE.
1. K. to Q. B. second square	1. K. to Q. fourth square
2. K. to Q. B. third square	2. K. to Q. B. fourth square

3. He might play his King to Q. Kt. second square or to Q. second square, and the game would still be drawn ; but it is easier in all similar situations to play the King on the file of the Pawn, because that move *never* loses the game, whereas the others sometimes do, if the Pawn be already at its sixth square, as I have already shewn you in the fourth situation ; therefore

K. to Q. B. second square	3. K. to adv. Q. Kt. fourth square

4. K. to Q. Kt. second square ; if he had played the King to Q. square, you would have won, by playing your King at once to adv. Q. B. third square ; if he had played the King to Q. second square, you would also have won by playing King to adv. Q. Kt. third square, and then to adv. Q. B. third square as before.

4. It is evident that you cannot play your King to the Pawn's sixth square, you therefore will not be able to win ; suppose however that you move

Pawn one square, and checks

5. If he were to play to Q. Kt. square, he would lose by your playing K. to adv. Q. Kt. third square, and then the Pawn one square or K. to adv. Q. B. second square. If he moved to Q. B. square, the game would still be drawn; but in similar positions it is always better to play immediately before the Pawn, therefore

   K. to Q. B. second square   5. K. to adv. Q. B. fourth square

6. I have remarked on the third move, that in positions like the present, it is better to move the King on the file of the Pawn, because that move never loses, but that moving on the adjoining files sometimes does; here is an example; for if the Black were to play his King to any other than to his Q. B. square, you would win because you would be able to play your King opposite to his, and then advance the Pawn which would *not* give check and consequently would win; therefore

   K. to Q. B. square   6. K. to adv. Q. Kt. third square

7. K. to Q. Kt. square   7. Pawn checks

8. K. to Q. B. square   8. Must either abandon the Pawn, or stalemate the Black.

SIXTH SITUATION.

WHITE.	BLACK.
King at adv. Q. B. third square	King at Q. B. square
Pawn at adv. Q. B. fourth square	

I have already observed to you in the preceding situation, move the second, that in this position you will win whether you have the move or not. Suppose that you begin

1. K. to adv. Q. third square   1. K. to Q. square, or to Q. Kt. sq.

2. Pawn one square   2. K. to Q. B. square

3. Pawn one square	3. K. to Q. Kt. second square
4. K. to adv. Q. second square	4. K. any where
5. Pawn becomes a Queen, &c.	

If the Black begin, he must play either to Q. Kt. square, or to Q. square; if the former, you should play K. to adv. Q. second square ; if the latter, then your K. to adv. Q. Kt. second square, and afterwards advance the Pawn to Queen.

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SEVENTH SITUATION.

WHITE.	BLACK.
King at adv. Q. Kt. third square	King at Q. Kt. square
Pawn at adv. Q. Kt. fourth square	

The result in this situation will be the same as in the last, if you play properly; but the Knight's Pawn requires a different mode of play from the other Pawns, for you could not win in the same manner as with the Bishop's Pawn ; for example:

1. K. to adv. Q. B. third square	1. K. to Q. R. second square
2. P. one square and checks, or (A.)	2. K. to Q. R. square, and not to Q. Kt. square
3. If you move King to adv. Q. B. second square, the Black will be stalemated ; if you move the King elsewhere, he will play to Q. Kt. second square, and will draw the game as before shewn. If you check with the Pawn, he will play to Q. Kt. square, and equally draw the game.	

(A.)

2. K. to adv. Q. B. second square   2. K. to Q. R. square
3. If it were the King's, Queen's, or Bishop's Pawns, you might advance the Pawn, but being a Knight's Pawn, you cannot do it without stalemating the Black. Your best move is to play King to adv. Q. Kt. third square, and the position will be the same as it was at the beginning : it is therefore evident that playing your King the first move to Q. B. third square will not enable you to win the game. The following are the moves you ought to make.
1. K. to adv. Q. R. third square   1. K. to Q. R. square. Had he played any other move, you should play King to adv. Q. R. second square, &c.
2. Pawn one square   2. K. to Q. Kt. square
3. Pawn one square   3. K. to Q. B. second square
4. K. to adv. Q. R. second square, and then Pawn one square, &c.

Let us now examine another position in which the Pawn is not so far advanced ; for example :

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EIGHTH SITUATION.

WHITE.   BLACK.
K. at adv. Q. B. fourth square   King at Q. B. square
Pawn at Q. B. fourth square

In this situation it is evident that if you had the move, you would win, because you would be able to play your King to the Pawn's *sixth* square in front of the Pawn: but if the Black play first, he will draw the game, being able to play his King in opposition to

yours *before* your King can reach the Pawn's sixth square ; for example :

BLACK.	WHITE.
1. King to Q. B. second square	1. King to adv. Q. Kt. fourth sq.
2. K. to Q. Kt. second square	2. K. to adv. Q. R. fourth square
3. K. to Q. R. second square, he might also have played King to Q. B. third square	3. Pawn one square
4. K. to Q. Kt. second square	4. K. to adv. Q. Kt. fourth square
5. K. to Q. B. second square	5. P. one square
6. K. to Q. B. square, and not to Q. Kt. square	6. K. to adv. Q. Kt. third square
7. K. to Q. Kt. square	7. K. to adv. Q. R. third square
8. K. to Q. B. second square ; if he had played K. to Q. R. square, he would have lost : (see B.)	
	8. K. to adv. Q. Kt. fourth square
9. K. to Q. B. square	9. K. to adv. Q. Kt. third square
10. K. to Q. Kt. square	10. K. to adv. Q. Kt. fourth square
11. K. to Q. B. second square	11. K. to adv. Q. B. fourth square
12. K. to Q. B. square	12. K. to adv. Q. third square

13. K. to Q. square, &c. and the game is evidently drawn, as the Pawn cannot be advanced to its seventh square, without checking.

(B.)

8. K. to Q. R. square	8. It would be wrong to advance the Pawn, because the Black would be stalemated, but you will now be able to gain the opposition which your adversary has hitherto had ; for example :
	K. to adv. Q. R. fourth square
9. K. to Q. R. second square	9. K. to adv. Q. Kt. fourth square

10. Cannot move to his Q. Kt. second square on account of your Pawn ; he must therefore relinquish the opposition.

| K. to Q. R. square | 10. You must not play K. to adv. |

Q. Kt. third square, because he would play K. to Q. Kt. square and recover the opposition, therefore you play

K. to adv. Q. R. third square

| 11. K. to Q. Kt. square | 11. K. *to* adv. Q. Kt. third square |

12. If he play K. to Q. B. square, you must advance the Pawn, but if he move

| K. to Q. R. square | 12. K. to adv. Q. B. second square |
| 13. K. to Q. R. second square | 13. K. to adv. Q. second square, and |

then advances the Pawn to Queen.

NINTH SITUATION.

WHITE.	**BLACK.**
King at adv. Q. B. fourth square	King at Q. B. square
Q. B. Pawn at its square	

In situations similar to the above, the White invariably wins, from the facility of gaining the move by advancing the Pawn *one* or *two* squares ; for example : if it were the Black's move, and he were to play King to Q. B. second square, White ought to move the Pawn two squares. If the White have the move, he may at once move his King to adv. Q. B. third square, which is the master square as already shewn, or he may play the Pawn *one* square. I recommend you in similar situations to prefer playing the King to the Pawn's sixth square, as you are less liable to make mistakes afterwards ; all you have to do then is to play your Pawn close to your King. Suppose, however, in the present example, that you were to play as follows :

1. Pawn one square	1. K. to Q. second square

2. Must not advance the Pawn, because Black would play King to Q. B. second square, and gain the opposition, therefore,

K. to adv. Q. Kt. third square	2. K. to Q. third square

3. Must not play King to adv. Q. Kt. second square, because Black would play King to Q. B. fourth square, and gain the Pawn, therefore,

Pawn one square	3. K. to Q. second square
4. Pawn one square	4. K. to Q. B. square

5. K. to adv. Q. B. third square, and will win, having possession of the Pawn's sixth square.

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TENTH SITUATION.

WHITE.	BLACK.
King at his square	King at Q. B. second square
Q. B. P at its square	

In this situation the game will be drawn, whether you or the Black have the move. Suppose the Black begin:

BLACK.	WHITE.
1. K. to Q. B. third square	1. K. to Q. second square

2. K. to Q. third square. Had he played King to Q. fourth square, or to Q. B. fourth square, he would have lost: (see A.)

	2. K. to his third square

3. K. to his fourth square. He might also play K. to Q. B. fourth square, but if had played K. to Q. fourth square, he would have lost: (see B.)

	3. K. to Q. third square
4. K. to Q. fourth square	4. K. to Q. B. third square

5. K. to Q. B. fourth square, still continuing the opposition, for had he moved to any other square, he must have lost.

	5. K. to Q. Kt. third square

6. K. to Q. Kt. fourth square   6. K. to Q. R. third square

7. K. to adv. Q. B. fourth square   7. K. to Q. Kt. second square

8. K. to adv. Q. Kt. third square ; had he moved to adv. Q. fourth square, he would have lost : (see C.)

                                       8. Pawn checks

9. K. to adv. Q. B. fourth square   9. K. to Q. Kt. second square

10. K. to Q. B. fourth square, in readiness to oppose your King, should you move him either to Q. third square, or to Q. Kt. third square

                                   10. K. to Q. Kt. third square

11. K. to Q. Kt. fourth square   11. Pawn checks

12. K. to Q. B. fourth square   12. K. to Q. B. third square

13. K. to Q. B. third square   13. K. to Q. fourth square

14. K. to Q. third square   14. Pawn checks

15. K. to Q. B. third square, and carefully pursuing this system, the game will be drawn, as the Pawn will check on reaching its seventh square.

(A.)

2. K to Q. fourth square   2. K. to Q. third square

3. K. to Q. B. fourth square   3. K. to Q. B. third square

4. K. to Q. B. third square   4. K. to Q. B. fourth square

5. K. to Q. third square   5. Must not play the Pawn one square, because he would play K. to Q. B. third square, thus gaining the opposition ; you ought to play

                                 K. to adv. Q. Kt. fourth square

6. K. to Q. fourth square   6. Pawn two squares and checks ; you might also have played the Pawn one square only

7. K. to Q. third square   7. It would be bad play to move the Pawn, therefore   K. to adv. Q. Kt. third square

8. K. to Q. second square   8. Pawn one square

9. K. to Q. B. square   9. K. to adv. Q. B. third square, and of course wins, having possession of the Pawn's sixth square

(B.)

3. K. to Q. fourth square   3. K. to Q. third square, and the situation is the same as in variation (A.) second move

(C.)

8. K. to adv. Q. fourth square   8. K. to Q. Kt. third square

9. If he play K. to Q. B. fourth square, you should move King to Q. B. third square, gaining the opposition, but if he play

     K. to Q. fourth square   9. K. to Q. Kt. fourth square

10. K. to Q. B. third square   10. If you were to play the Pawn either one or two squares, the game would be drawn, because he would play K. to Q. Kt. third square and be able to continue the opposition on your King. You ought to play

                         K. to Q. B. fourth square

11. K. to Q. Kt. third square   11. K. to adv. Q. fourth square

12. K. to Q. B. second square   12. K. to adv. Q. B. fourth square

13. K. to Q. Kt. second square   13. K. to adv. Q. third square

14. K. to Q. Kt. third square   14. Pawn two squares

15. K. to Q. Kt. second square   15. Pawn one square

16. If he play K. to Q. B. square, you should play K. to adv. Q. B. third square, and if to any other square you should play to adv. Q. second square, &c.

The game will equally be drawn if you begin first; for example :

WHITE.	BLACK.

1. K. to Q. second square   1. K. to Q. B. third square

2. If you play King to Q. B. third square, or to Q. third square, he will be able to gain the opposition by playing to Q. B. fourth square, or to Q. fourth square, but if you play

     K. to his third square   2. Must not play King to Q. fourth square, because you would gain the opposition by playing K. to Q. third square ; he ought to play

                         K. to Q. B. fourth square

3. K. to Q. second square   3. K. to adv. Q. B. fourth square, or to adv. Q. fourth square and the game is evidently drawn, as you never can gain the opposition in front of your Pawn.

ELEVENTH SITUATION.

WHITE.	BLACK.
King at Q. fourth square	King at Q. B. square
Pawn at K. B. fourth square	

BLACK TO MOVE.

If Black play properly he will draw the game; his only good move is to play K. to Q. square; it is evident, that if he play the King to the Q. Kt. file, or to Q. B. second square, you will be able in two moves to obtain possession of the Pawn's sixth square; if he play King to Queen's second square, you will gain the opposition by playing your King to adv. Q. fourth square. His only proper move is

1. K. to Q. square	1. K. to adv. Q. fourth square
2. R. to Q. second square	2. K. to adv. K. fourth square
3. K. to his second square	3. K. to adv. K. B. fourth square
4. K. to K. B. second square and thus continuing the opposition; the game will be drawn.	

You will doubtless have remarked how necessary it is to be able to gain the opposition, whether you have the Pawn or not, but it is not enough, if you have the Pawn, to gain the opposition, unless you can do it in front of the Pawn, or when your Pawn has reached its sixth square; for example:

━━━━

TWELFTH SITUATION.

WHITE.	BLACK.
King at adv. Q. fourth square	King at Q. second square
K. B. P. at its fourth square	

K

BLACK TO MOVE.

You have here evidently gained the opposition which you are able to continue in front of the Pawn, for if he move King to his second, you move K. to adv. K. fourth square; if he then play King to K. B. second square, you play yours to adv. K. B. fourth square and will win, as has been already shewn; but in the following position, though similar in every respect to the last, except that the Pawn is one square further advanced, you cannot win though you have the opposition, because you cannot continue it in front of the Pawn; for example:

———

THIRTEENTH SITUATION.

WHITE.	BLACK.
King at adv. Q. fourth square	King at Q. second square
Pawn at adv. K. B. fourth square	

BLACK TO MOVE.

1. K. to his second square	1. K. to adv. K. fourth square
2. K. to K. B. second square	2. You are prevented by your own Pawn from continuing the opposition, and therefore you cannot win the game.

———

FOURTEENTH SITUATION.

WHITE.	BLACK.
King at adv. Q. third square	King at Q. square
Pawn at adv. K. B. third square	

In this situation you will win, because, though your own Pawn will prevent you from continuing the opposition when the Black plays his King to K. B. square, yet as the Pawn will not check on being played to its seventh square, it may be advanced to Queen, as has been already explained.

CHAPTER LV.

A King and two Pawns against a King.

IF the Pawns be united, and one support the other, they will invariably win, however distant their King may be, because the adverse King cannot possibly take one of them without permitting the other to advance to Queen. But if the Pawns be separated, the winning or drawing the game will depend on the position. If the Pawns be both on a Rook's file, they are no better than one Pawn; I therefore refer you to the first three situations of the preceding Chapter for information how to play the King. If the Pawns be both on any other file, they will sometimes be able to win, and sometimes not; for example:

FIRST SITUATION.

WHITE.	BLACK.
King at adv. Q. third square	King at Q. square
Pawn at adv. Q. B. third square	
Pawn at adv. Q. B. fourth square	

In this situation the Pawns cannot win, for if you move the King he will attack your Pawn, and always be able to gain the opposition, as shewn in the preceding Chapter, and if you play

1. Pawn one square and checks   1. K. to Q. B. square
2. You cannot avoid stalemating the Black or losing the Pawn, and I have already shewn you that the other Pawn cannot win in similar situations. But if the situation had been as follows, you would have won.

———

SECOND SITUATION.

WHITE.	**BLACK.**
King at adv. Q. third square	King at Q. square
Pawn at adv. Q. B. third square	
Pawn at Q. B. fourth square	

It is immaterial who has the move, for if Black begin and play King to Q. B. square, you should play Pawn to adv. Q. B. second square, and then King to adv. Q. second square, &c. If you have the first move you may play either of the Pawns, afterwards the other and then the King to adv. Q. second square. The reason that you win in this situation is, because you can gain the move with the Pawn which is at your Q. B. fourth square. In the former situation you could not, because the advance of that Pawn to adv. Q. B. third square prevented his King from moving. Observe

that in all situations where one of your Pawns has not passed its fourth square, you will invariably win if your adversary cannot gain the first Pawn.

When the Pawns are separated on different files, they almost always win, particularly if their King be sufficiently near to defend one of them. I refer you to the thirty-third Chapter, situations third and fourth, where you will find that the King cannot take the Pawns; all he can do is to prevent their advance to Queen; consequently, if the King that has the Pawn is at liberty to their assistance, he will easily win. There is, however, one situation in which a King can draw against a King and two separated Pawns; for example:

THIRD SITUATION.

WHITE.	BLACK.
King at Q. B. square	King at adv. Q. R. square
	Pawn at adv. Q. R. second square
	Pawn at Q. B. second square

It is immaterial who has the move; all you have to do is to play your King alternately to your Q. B. second square and Q. B. square, and not to take his Q. B. P. until it has reached your Q. B. second square, and the game will be drawn by a stalemate.

CHAPTER LVI.

A King and Pawn against a King and Pawn.

WHEN both the Pawns are on the same file, it seldom happens that either party can win, unless the adverse King be too far off to prevent the capture of his own Pawn, and the subsequent advance of his adversary's. It however often happens that one player can gain the move on the other and win his Pawn, and yet be unable to win the game; for example:

─────

FIRST SITUATION.

King at his fourth square	King at Q. third square
Pawn at Q. B. fourth square	Pawn at Q. B. fourth square

WHITE TO MOVE.

1. K. to adv. K. B. fourth square   1. If he play K. to his second sq.
   you should play K. to adv. K. fourth square, then to adv. Q.
   fourth square, and afterwards take the Pawn, but if he play
   K. to Q. second square

2. K. to adv. K. fourth square   2. K. to Q. B. third square

3. K. to adv. K. third square   3. K. to Q. B. second square

4. K. to adv. Q. fourth square   4. K. to Q. Kt. third square

5. K. to adv. Q. third square   5. Is compelled to abandon the
   Pawn ; it is however by no means indifferent to which square he

moves the King, if he were to play to the Q. R. file, he would
lose the game; the only move that will enable him to draw the
game, is playing King to Q. Kt. second square *in order to gain the
opposition on your King after you have taken the Pawn,* therefore

K. to Q. Kt. second square

6. K. takes P.   6. K. to Q. B. second square and
the game is drawn, as has been already proved.

=====

SECOND SITUATION.

WHITE.	BLACK.
King at adv. K. fourth square	King at Q. second square
Pawn at adv. Q. B. fourth square	Pawn at Q. B. third square

WHITE TO MOVE.

In this position you will win the game, by pursuing
the same system as before; for though he may in the
same manner gain the opposition on your King, after
you have taken the Pawn, yet it will be of no avail,
because your King has possession of the Pawn's sixth
square, which we have already seen enables you to win
the game, whether you have the move or not; for ex-
ample :

WHITE.	BLACK.
1. K. to adv. K. B. third square	1. K. to Q. square
2. K. to adv. K. third square	2. If he play K. to his square, you

will evidently win the Pawn in two moves by playing K. to adv.
Q. third square and then taking the Pawn, therefore

K. to Q. B. second square

3. K. to adv. K. second square   3. K. to Q. B. square

4. K. to adv. Q. third square	4. K. to Q. Kt. second square
5. K. to adv. Q. second square	5. Is compelled to abandon the Pawn, and you consequently win, because your King will gain possession of the Pawn's sixth square.

If the Black were to begin first he would easily draw the game in the following manner:

BLACK.	WHITE.
1. K. to his second square	1. K. to adv. K. B. fourth square
2. K. to K. B. second square	2. K. to his fourth square
3. He might play K. to his square, ready to resume the opposition, in case you played K. to adv. K. fourth square, or to adv. K. B. fourth square, but he may also play	
K. to his third square	3. K. to Q. fourth square
4. He might gain your Pawn in the manner already mentioned, by playing to his K. B. fourth square, yet he would not be able to win, because you could gain the opposition after he had taken your Pawn, but it will equally be a drawn game if he play	
K. to Q. second square	4. If you play K. to adv K. fourth square, he will resume the opposition, by playing to his K. second square. If you play
	K. to Q. B. fourth square
5. K. to Q. B. second square	5. K. to Q. Kt. fourth square
6. K. to Q. Kt. second square	6. K. to adv. Q. R. fourth square

As the situation is now, you could not win the game even if it were your move, because you have not room to gain the move in the same way as when your King was on the other side of the Pawn. As it is his move, he will play K. to Q. R. second square, and it is evidently impossible for you to gain the Pawn and consequently the game is drawn.

In the first situation, Black can draw the game in the same manner.

<hr>

THIRD SITUATION.

WHITE.	BLACK.
King at his fourth square	King at Q. R. fourth square
Pawn at Q. B. fourth square	Pawn at Q. B. fourth square

In this situation the game will be drawn, whether you have the move or not; it requires, however, a little care, for if you were to attack his Pawn, you would lose the game; for example:

1. K. to adv. Q. fourth square   1. K. to adv. Q. Kt. fourth square
2. You are now compelled to abandon your own Pawn, and your King
     will not be able to gain the opposition after the Black has taken
     your Pawn; for example:
   K. to his fourth square   2. K. takes P.
3. K. to his third square   3. K. to adv. Q. B. third square,
     and having possession of the Pawn's sixth square must win.

What move ought you to play instead of K. to adv. Q. fourth square? If you were to play your King to Q. third square, it certainly could not be found much fault with, because whatever your adversary may play, you cannot possibly lose; still it is not the best move, because you have not then a *chance* of winning, except from very bad play on the part of your adversary, whereas if you play your King to adversary K. fourth square, you cannot possibly lose if the Black play ever so well, and you have a chance of winning the game if he be inattentive; for example:

WHITE.	BLACK.

1. K. to adv. K. fourth square   1. The proper move for the Black is to play King to Q. R. third square or to Q. Kt. third square, if he play elsewhere he will lose ; for example :

                                 K. to adv. Q. Kt. 4th sq. (or A.)

2. K. to adv. Q. fourth square   2. K. to Q. R. fourth square
3. K. takes Pawn and wins.

(A.)

                            1. K. to adv. Q. R. fourth square

2. Must not play King to adv. Q. fourth square, because Black would play K. to adv. Q. Kt. fourth square, winning the Pawn and the game; therefore

    K. to adv. Q. third square   2. K. to adv. Q. Kt. fourth square
3. K. to adv. Q. fourth square   3. Must lose the Pawn and the game, as before

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FOURTH SITUATION.

WHITE.	BLACK.
King at adv. K. fourth square	King at adv. Q. R. fourth square
Pawn at Q. B. fourth square	Pawn at Q. B. fourth square

This position though very similar to the last, (the Kings being now *before* their Pawns instead of on the same line) will be won by the first player. We have already seen in Variation A, in what manner the White can win, the method is exactly the same for the Black, if he have the move ; for example :

BLACK.	WHITE.

1. K. to adv. Q. Kt. third square,   1. K. to adv. Q. fourth square
    & not to adv. Q. Kt. 4th. sq.
2. K. to adv. Q. Kt. fourth square will win the Pawn and the game.

When the Pawns are on adjoining files and the King near them, the game is drawn even though one party should lose his Pawn ; for example :

—

FIFTH SITUATION.

WHITE.	BLACK.
King at Q. Kt. fourth square	King at Q. B. third square
Pawn at Q. B. third square	Pawn at Q. Kt. third square

It is perfectly indifferent which has the move ; but suppose the White play

1. P. one square	1. K. to Q. Kt. second sq. (or A.)
2. K. to adv. Q. Kt. fourth square	2. K. to Q. B. second square
3. K. to adv. Q. R. third square	3. K. to Q. B. third sq. he would have lost if he had played to any other square ; if he had pushed the Pawn, you would win by taking with your Pawn, *not* with your King.
4. K. to adv. Q. R. second square	4. K. to Q. B. fourth square
5. K. to adv. Q. Kt. second square and the game is evidently drawn, as he cannot play better than take your Pawn, in which case you take his.	

(A.)

	1. Pawn one square
2. If you take the Pawn he will play K. to Q. Kt. third square and draw the game, as already shewn, therefore	
P. to adv. Q. B. fourth square	2. K. to Q. B. second square
3. K. takes Pawn	3. K. to Q. Kt. second square, &c. and the game is drawn

The two Pawns on distant files.

When the Pawns are not on adjoining files and the King unable to stop the adversary's Pawn, the winning or drawing the game, will depend sometimes on the number of moves each Pawn must make before it can become a Queen, and sometimes on the position of the Kings. If your Pawn becomes a Queen before your adversary's has reached its seventh square, you will win, unless your adversary's Pawn be a Bishop's or Rook's Pawn and his King near it, as already explained in Chap. LII. In some cases you will also win, even if your adversary's Pawn reach its seventh square *before* your's becomes a Queen; for example:

SIXTH SITUATION.

WHITE.	BLACK.
King at adv. Q. third square	·King at adv. Q. Kt. second square
P. at adv. Q. Kt. fourth sq.	P. at adv. K. Kt. fourth square

WHITE TO MOVE.

1. P. to adv. Q.Kt. third square	1. P. to adv. K. Kt. third square
2. Pawn one square	2. Pawn one square
3. Pawn becomes a Queen & checks	3. King removes
4. Queen to adv. K. Kt. square, and wins the Pawn, &c.	

You will observe that the Black loses solely, because the moment your Pawn becomes a Queen it gives check.

If his King had been at your Queen's square instead of at your Q. Kt. second square, still you would have won, because if he advance his Pawn to Queen on the third move you will play your Queen to your Q. Kt. square, checking his King and afterwards take the Queen.

SEVENTH SITUATION.

WHITE.	BLACK.
King at adv. Q. third square	King at adv. Q. R. second square
Pawn at adv. Q. Kt. fourth sq.	Pawn at adv. K. Kt. fourth square

In this situation if the Black have the move you will lose; for example:

BLACK.	WHITE.
1. Pawn one square	1. Pawn one square
2. Pawn one square	2. Pawn one square
3. Pawn becomes a Queen	3. Pawn becomes a Queen
4. Q. to adv. K. R. second square or to adv. K. Kt. third square, checks and afterwards wins the Queen.	

If on the third move you had played your King to adv. Q. B. second square, instead of advancing the Pawn to Queen, Black would have won, as already explained in Chap. LII.

You must be particularly attentive in observing whether your Pawn, on becoming a Queen, will check your adversary's King, or whether by a subsequent check you can win his new made Queen; many games have been lost from not attending to the position of the King; for example:

EIGHTH SITUATION.

WHITE.	BLACK.
King at adv. Q. B. fourth sq.	King at adv. K. R. fourth square
Rook at adv. Q. fourth square	Rook at K. R. fourth square
Pawn at adv. K. third square	Pawn at adv. Q. third square

He who has the first move will win; for example:
Suppose the White begin.

WHITE.	BLACK.
1. Rook takes R. and checks	1. K. takes R.
2. Pawn one square	2. Pawn one square
3. Pawn becomes a Q. & checks	3. K. removes
4. Q. to K. second square and wins the Pawn, &c.	

Suppose the Black begin.

BLACK.	WHITE.
1. R. takes R. and checks	1. K. takes R.
2. Pawn one square	2. P. one square
3. P. becomes a Q. checks and afterwards wins the Pawn, &c.	

The game is won solely, by forcing the adv. King
to a square on which he will be checked the moment
his adversary's Pawn advances to Queen, for had either
player moved the Pawn instead of exchanging Rooks,
the game would have been drawn; for example:

Suppose the White begin.

1. Pawn one square	1. Must not play R. to K. R. sq.
	because White would take the Pawn or play R. to adv. Q. square
	and win the game, neither must he play Pawn one square, be-
	cause White by taking the Rook would win, as before, therefore
	R. takes R. and checks

| 2. Is compelled to take the Rook or lose the game. | 2. Pawn one square |
| 3. Pawn becomes a Queen | 3. P. becomes a Queen & checks |

The game is evidently drawn.

Suppose the Black begin.

1. Pawn one square	1. R. takes R. and checks
2. K. takes R.	2. Pawn one square
3. P. becomes a Queen	3. Pawn becomes a Queen, checks, and the game is also drawn

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NINTH SITUATION.

WHITE.	BLACK.
King at adv. Q. second square	King at K. R. third square
Pawn at adv. K. third square	Pawn at adv. K. Kt. third square

WHITE TO MOVE.

In this situation the Black will lose, owing to the peculiar position of his King; for example:

1. P. to adv. K. second square	1. P. to adv. K. Kt. second square
2. P. becomes a Queen	2. P. becomes a Queen
3. Q. to adv. K. R. square & checks	3. Is compelled to move to the Kt. file.
4. Q. to adv. K. Kt. square, checks, and wins the Queen.	

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TENTH SITUATION.

WHITE.	BLACK.
King at Q. R. square	King at adv. K. B. third square
Pawn at adv. Q. second square	Pawn at adv. K. R. third square

If Black had the move the game would be drawn, as he would advance his Pawn in two moves to Queen, checking at the same time: but if White begin, Black will lose the game; however, as it requires good play to win, I shall shew you the proper moves, premising that if the Black should be able to play his Pawn to its seventh square with the King near it, the game will be drawn as has been already demonstrated in Chap. LII. Suppose then that you have the move and play

WHITE.	BLACK.
1. Pawn becomes a Queen	1. K. to adv. K. Kt. 2d. sq. (or A.)
2. Q. to adv. K. Kt. 4th sq. & checks	2. If he play King to adv. K. R. second square, you should play Q. to K. Kt. fourth square and he will be compelled to abandon the Pawn. If he play to your K. B. square, second square, or third square, you should play as in Variation B. But if he play
	K. to adv. K. R. square
3. Q. to adv. K. B. fourth square	3. If he move the Pawn, you will
checkmate him at K. B. square, therefore	
	K. to adv. K. Kt. second square
4. Q. to K. Kt. fourth sq. & checks	4. K. to adv. K. R. second square
5. King moves	5. Is compelled to lose the Pawn, and consequently the game

(A.)

1. Pawn becomes a Queen	1. Pawn one square
2. If you were to check at your Queen's square, or at adv. K. B. third square; or if you were to attack the Pawn, the game would be drawn. You ought to play	
Q. to adv. Q. fourth sq. & checks	2. K. to adv. K. B. second square
3. Q. to K. R. square	3. K. to adv. K. Kt. third square

4. K. to Q. Kt. square   4. K. to adv. K. R. third square

5. K. to Q. B. square   5. K. to adv. K. Kt. third square

6. K. to Q. square   6. K. to adv. K. R. third square

7. K. to his square   7. K. to adv. K. Kt. third square

8. K. to K. B. square   8. K. to adv. K. R. third square

9. K. to K. B. second square   9. Is forced to lose the Pawn, &c.

(B.)

     2. K. to adv. K. B. square

3. Q. to K. R. fourth square   3. K. to adv. K. Kt. second square

4. Q. to K. Kt. fourth sq. & checks   4. K. to adv. K. R. second square

5. King moves   5. Is forced to lose the Pawn.

CHAPTER LVII.

A King and two united Pawns against a King and Pawn.

GENERALLY speaking, the two Pawns will win, but there are several exceptions to this rule. A King's or Queen's Rook's Pawn unmoved with its King near it always draws the game against the opposite King's or Queen's Rook's and Knight's Pawns if they be already advanced to their fifth squares, but if the two Pawns be at their own squares, they invariably win.

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FIRST SITUATION.

WHITE.	BLACK.
King at adv. Q. B. fourth square	King at Q. Kt. square
Q. R. P. at adv. Q. R. fourth sq.	Q. R. P. at its square
Q. Kt. P. at adv. Q. Kt. fourth sq.	

This game is drawn: it is immaterial which begins. The Black should not move the Pawn unless compelled to it, and should play his King alternately to Q. R. square, Q. Kt. square, or Q. Kt. second square; for example: suppose the White play as follows:

1. K. to adv. Q. B. third square   1. K. to Q. R. square

2. Q. R. P. one square, or (A.) (B.)   2. K. to Q. Kt. square

3. Q. Kt. P. one square   3. May take it and you cannot win,
as has been already proved; or he may play
                    K. to Q. R. square, and not to
Q. B. square, because you would take the Pawn and win.

4. Q. Kt. P. one square & checks   4. K. to Q. Kt. square

5. You are compelled to remove the King from the attack on the adv.
Q. B. second square, or stalemate your adversary, and the game
is consequently drawn, as you cannot prevent his moving alter-
nately to Q. B. second square, and Q. Kt. square, without stale-
mating him.

(A.)

2. K. to adv. Q. B. second square   2. Pawn one square

3. If you advance the Pawn, he will be stalemated; if you take his
Pawn, we have already seen that two Pawns on a Rook's file are no bet-
ter than one; and if he play any other move, he may take your Pawn, and
the game will be drawn.

(B.)

2. Q. Kt. P. one square   2. If he were to take the Pawn,
you should take with yours, and he would lose the game, there-
fore,
                   K. to Q. Kt. square, or (C.)

3. If you take his Pawn, the game will of course be drawn. If you
play your King, he will take your Pawn, and then play K. to Q.
Kt. second square, &c. therefore

Q. Kt. P. one square   3. Q. R. P. one square

4. You are compelled to abandon the Pawn or stalemate the Black.

(C.)

                  2. Q. R. P. one square

3. K. to adv. Q. second square   3. K. to Q. Kt. second square

4. K. to adv. Q. third square   4. K. to Q. B. square

5. K. to adv. Q. B. third square	5. K. to Q. Kt. square
6. Pawn one square	6. K. to Q. R. second square

7. You are compelled to abandon your Pawn or stalemate the Black.

None of the other Pawns similarly situated draw the game against two opposite Pawns, except the Knight's Pawn, which unmoved draws the game against the Rook's and Knight's Pawns at their fifth squares; for example:

———

SECOND SITUATION.

WHITE.	BLACK.
King at adv. Q. fourth square	King at Q. B. second square
Q. R. P. at adv. Q. R. fourth sq.	Pawn at Q. Kt. second square
Q. Kt. P. at adv. Q. Kt. fourth sq.	

Suppose the White begin.

If you play Q. R. P. one square, Black will take it, and easily draw the game, therefore

1. .Q.Kt.P. one sq. & checks, or (A.)	1. K. to Q. second square
2. K. to adv. Q. B. fourth square	2. K. to Q. B. square
3. Q. R. P. one square, or (B.)	3. He might move King to Q. Kt.

square, and if you checked him with the Pawn, he would play to Q. R. square and be stalemated. But he may also play

Pawn takes P.

4. K. to adv. Q. B. third square	4. K. to Q. Kt. square
5. Pawn one square	5. Pawn one square

6. You are compelled to prevent his Pawn advancing to Queen, and consequently you lose your own Pawn, and the game is drawn.

(A.)

1. K. to adv. K. third square	1. K. to Q. B. square
2. K. to adv. K. second square	2. K. to Q. B. second square
3. Q. Kt. P. checks	3. If he move King to Q. B. third

square, you will win by playing K. to adv. Q. square, and then to adv. Q. B. square, &c. therefore

K. to Q. B. square

4. K. to adv. K. square	4. K. to Q. Kt. square
5. K. to adv. Q. square	5. K. to Q. R. square -
6. Q. R. P. one square	6. If he were to take the Pawn he

would lose the game, see (C.) therefore

K. to Q. Kt. square

7. If you move the King he will take the Pawn and easily draw. If you take his Pawn, he will gain both of yours. If you check with Q. R. P. he will play his King to Q. R. square, and be stalemated. The game is therefore drawn.

(B.)

3. K. to adv. Q. third square   3. If he move K. to Q. square, he

will lose the game : (see D.) therefore

K. to Q. Kt. square

4. If you play Q. R. P. he will take it and easily draw, and if you play the King, he will play alternately to Q. R. and Q. Kt. square, and the game will be drawn.

(C.)

6. Pawn takes P.

7. K. to adv. Q. B. second square advances the Pawn in two moves to Queen, and checkmates on the third move.

(D.)

3. K. to Q. square

4. Q. R. P. one square   4. If he take the Pawn you will

advance the Q. Kt. P. in two moves to Queen, therefore

K. to Q. B. square

5. Q. R. P. one square, becomes a Queen the next move and check-
mates.

You will observe by the above that the game is
drawn if properly played; the Black must be cautious
never to play his Pawn to its third square.

I shall now shew you how to win with the Knight's
and Bishop's Pawns against the Knight's Pawn. I
shall afterwards give you an example of a Knight and
Bishop's Pawn against a Bishop's Pawn. The two
Pawns win in almost every case.

———

THIRD SITUATION.

WHITE.	BLACK.
King at adv. Q. fourth square	King at Q. second square
Q. Kt. P. at adv. Q. Kt. fourth sq.	Q. Kt. Pawn at its square
Q. B. P. at adv. Q. B. fourth sq.	

In this situation you will win the game, whether you
begin or not; for example:

Suppose the White have the move.

1. K. to adv. K. fourth square	1. K. to his second sq. or (A.) (B.)
2. K. to adv. K. B. fourth square	2. K. to Q. second square, or (C.)
3. K. to adv. K. B. third square	3. K. to Q. square
4. K. to adv. K. third square	4. K. to his square, or (D.)
5. K. to adv. Q. third square	5. K. to Q. square
6. Q. B. P. one square	6. P. takes P. or (E.) (F.)
7. P. takes P. and wins	

(A.)

1. K. to Q. B. second square

2. K. to adv. K. third square   2. If he advance the Pawn, you should play as in Var. (B.) but if

K. to Q. square

3. K. to adv. Q. third square   3. K. to Q. B. square

4. Q. B. P. one square   4. If he take the Pawn, you should take with the King, and *not* with the Pawn ; if he play K. to Q. square, you should take his Pawn ; therefore he plays

K. to Q. Kt. square

5. You must not take his Pawn, nor advance either of yours, because the game would then be drawn.   You ought to play

K. to adv. Q. second square   5. If he take your Pawn, you should retake with yours, and afterwards advance it to Queen. If he play K. to Q. R. square, you should play the Pawn in two moves to Queen.   But if he play

K. to Q. R. second square

6. P. to adv. Q. B. second square   6. Q. Kt. P. one square

7. Must not make a Queen of the Pawn, because Black would be stalemated ; you might make a Rook, Bishop, or Knight, and you would easily win, but it is shorter to play

K. to adv. Q. B. third square   7. K. to Q. R. square

8. Pawn becomes a Queen, checks, and checkmates the next move.

(B.)

1. Q. Kt. P. one square

2. If you were to take the Pawn, you would not win, therefore

Q. B. P. one square & checks   2. K. to his second square

3. Q. B. P. one square   3. K. to Q. second square

4. P. becomes a Queen and checks   4. K. takes Q.

5. K. to adv. Q. third square   5. K. to Q. Kt. second square

6. K. to adv. Q. second square   6. K. to Q. Kt. square

7. K. to adv. Q. B. third square   7. K. to Q. R. second square

8. K. to adv. Q. B. second square   8. Must lose the Pawn and conse quently the game.

(C.)

| | 2. K. to K. B. second square |
| 3. Q. B. P. one square | 3. Pawn takes P. |

4. May take the Pawn, &c. or P. to adv. Q. Kt. third square, and becomes a Queen in two moves.

(D.)

	4. K. to Q. B. second square
5. K. to adv. K. second square	5. If he play the Pawn, you must advance yours as before, but if
	K. to Q. B. square
6. Q. Kt. P. one square	6. K. to Q. Kt. square
7. K. to adv. Q. second square	7. K. to Q. R. square
8. Q. B. P. one square	8. If he play the King you ought

to adv. Q. B. P. in two moves to Queen and checkmate; but if

P. takes P.

9. You might take the Pawn, but it is shorter to play

| K. to adv. Q. B. second square | 9. P. one square |

10. Pawn checks, afterwards becomes a Queen, and checkmates the following move.

(E.)

| | 6. K. to Q. B. square |

7. If you were to take his Pawn, he would evidently be able to draw the game. If you were to play the King, you could not win, because he would take your Pawn and then play King to Q. B, second square, &c. You ought to play

Q. B. P. one square	7. Q. Kt. P. one square
8. K. to adv. K. third square	8. K. takes P. as his best move
9. K. to adv. K. second square	9. K. to Q. B. square

10. K. to adv. Q. third square and wins the Pawn and the game, as in Var. B.

(F.)

| | 6. Q. Kt. P. one square |
| 7. Q. B. P. checks | 7. K. to Q. B. square; the position is now the same as in Var. E. |

L

From what I have already shewn you, it will be easy to win if Black begin first.

━━━━

FOURTH SITUATION.

WHITE.	BLACK.
King at adv. Q. fourth square	King at Q. second square
Q. Kt. P. at adv. Q. Kt. 4 sq.	Q. B. Pawn at its square
Q. B. P. at adv. Q. B. fourth sq.	

In this position you will win the game, if you have the move, but if Black begin, it will be drawn.

Suppose the White begin.

1. Q. B. P. one square and checks	1. K. to his second square, (or A.)
2. K. to adv. Q. B. fourth square	2. K. to Q. square
3. Q. Kt. P. one square	3. If he take the Pawn you will take his, and easily win, therefore
	K. to Q. B. square
4. Q. Kt. P. one square & checks	4. K. to Q. Kt. square
5. K. to adv. Q. fourth square	5. K. to Q. R. second square
6. K. to adv. K. third square	6. K. to Q. Kt. square
7. K. to adv. Q. second square	7. K. to Q. R. second square
8. K. takes P. and wins easily.	

(A.)

1. King to Q. square, if instead of this move, he play K. to his square, you may play K. to adv. Q. B. fourth square, and then advance Q. Kt. P. as before.

2. K. to adv. K. third square   2. If he play King to Q. B. square, you will win the Pawn by playing King to adv. K. second square, and then to adv. Q. second square; therefore

K. to his square

3. Q. Kt. Pawn one square   .   3. If he play the King to Q. square,
      you should advance your Q. Kt. P. in two moves to Queen; but
      if   Pawn takes Pawn

4. Q. B. P. one square and becomes a Queen the next move.

But if the Black begin, he will draw the game by checking with the Pawn; any other move would lose him the game, but now it will be drawn, for if you take the Pawn, he will play K. to Q. B. second square and you cannot win, as has been shewn page 197 ; if you play your King, he will take your Pawn and the game will be equally drawn. But if your King, instead of being at adv. Q. fourth square, were at adv. King's fourth square, you would win, whether you began or not, for if it were your move, by playing your King to adv. K. B. third square, or your Q. B. P. one square, you would be able to gain the opposition, and either win his Pawn for nothing or exchange Pawns in a favourable position for winning. If Black have the move, you will also win, for if he play the Pawn, you must not take, but play Q. Kt. P. one square, if he then move King to his second square, you advance the Pawn to Queen, and if he play elsewhere, you may play K. to adv. Q. third square and you will win the Pawn in two moves at most.

But suppose he play as follows : your King being at adv. King fourth square and the Pawns as before.

<table>
<tr><td align="center">BLACK.</td><td align="center">WHITE.</td></tr>
<tr><td>1. K. to his second square</td><td>1. K. to adv. Q. fourth square</td></tr>
<tr><td colspan="2">2. If he play K. to Q. second square, the position will be the same as</td></tr>
</table>

the above, *you* having the move, therefore

K. to Q. square	2. K. to adv. Q. B. third square
3. K. to Q. B. square	3. Q. Kt. Pawn one square

4. If he take the Pawn, you may take with either King or Pawn, but if he play

K. to Q. Kt. square	4. You might take the Pawn with yours, but it is shorter to play
	Q. Kt. P. one square
5. K. to Q. R. second square	5. K. takes P.
6. K. to Q. R. third square	6. Pawn becomes a Q. and check-mates in two moves

I have already observed to you, page 211, that when the Knight's and Rook's Pawns are unmoved, they win against the adverse Rook's Pawn at its square; I shall now shew you the proper moves to be made, premising that the best method of playing, for him who has the single Pawn, is to keep the Pawn at its square, because if he move it, you can always gain the opposition and win the Pawn.

––––––

FIFTH SITUATION.

WHITE.	BLACK.
King at Q. B. second square	King at Q. B. fourth square
Q. R. Pawn ⎱ at their squares	Q. R. Pawn at its square
Q. Kt. Pawn ⎰	

It is immaterial who has the move, suppose the White.

WHITE.	BLACK.
. 1. K. to Q. Kt. third square	1. K. to Q. Kt. fourth square
2. Q. R. P. two squares & checks	2. K. to Q. R. fourth square
3. K. to Q. R. third square	3. K. to Q. Kt. third square
4. K. to Q. Kt. fourth square	4. K. to Q. R. third square
5. Q. R. Pawn one square	5. K. to Q. Kt. second square
6. K. to adv. Q. Kt. fourth square	6. K. to Q. Kt. square (or A.)
7. K. to adv. Q. R. third square	7. K. to Q. R. square
8. Q. Kt. P. *two* squares : if his King were at Q. Kt. square, you should move this Pawn only *one* square	
	8. K. to Q. Kt. square
9. Q. Kt. P. one square	9. K. to Q. R. square
10. Q. Kt. Pawn one square	10. If he play the King, you should. play your Q. Kt. P. to adv. Q. Kt. second square and then take Q. R. P. &c. but if
	Q. R. P. takes P.
11. Q. R. P. takes P.	11. K. to Q. Kt. square
12. Pawn one square, &c.	

I must here observe to you, that you win solely because you have the power of gaining the move by playing your Q. Kt. Pawn one or two squares. You may also win if your Knight's Pawn is advanced, and your Rook's Pawn unmoved, but in a different method, as I shall presently shew you. But if both your Pawns were advanced, you could not win.

(A.)

	6. Q. R. P. one square & checks
7. K. to adv. Q. B. fourth square	7. K. to Q. B. second square
8. Q. Kt. P. two squares	8. K. to Q. Kt. second square
9. K. to adv. Q. third square	9. K. to Q. Kt. square
10. K. to adv. Q. B. third square	10. K. to Q. R. second square

11. K. to adv. Q. B. second square   11. K. to Q. R. square

12. K. to adv. Q. Kt. third square, wins the Pawn, and of course the game.

SIXTH SITUATION.

WHITE.	BLACK.
King at Q. B. third square	King at Q. B. third square
Q. R. P. at its square	Q. R. P. at its square
Q. Kt. P. at its third square	

In this situation you will also win, though your Q. Kt. Pawn has been moved, but it is only by being able to gain the move with your Q. R. P. at the proper moment. You ought to play in the following manner.

1. K. to Q. B. fourth square; if you had played Q. Kt. P. one square, you could not have won, (see A.)

           1. K. to Q. Kt. third square

2. K. to Q. Kt. fourth square   2. K. to Q. R. third square, (or B.)

3. K. to adv. Q. B. fourth square   3. K. to Q. R. fourth sq. (or C.)

4. Q. R. P. two squares   4. Q. R. P. one square or (D.)

5. K. to adv. Q. B. third square   5. K. to adv. Q. Kt. fourth square

6. K. to adv. Q. Kt. third square   6. K. takes Q. Kt. P. or (E.)

7. Q. R. P. one square   7. K. to adv. Q. Kt. fourth square

8. K. takes P.   8. K. to Q. B. fourth square

9. K. to adv. Q. Kt. second square and then advances the Pawn to Queen.

(A)

1. Q. Kt. P. one square   1. K. to Q. Kt. fourth square

2. If you play Q. R. P. one square, he will play Q. R. P. two squares, then exchange Pawns, and easily draw the game, therefore,

   K. to Q. Kt. third square   2. If he were to play Q. R. Pawn

two squares, he would lose, because you would play Q. R. P.
two squares, checking him, and then advance Q. Kt. P. there-
fore   Q. R. P. one square

3. If you play the King, he will move Q. R. P. one square, exchange
Pawns, and draw the game easily. If you play Q. R. P. two
squares, he will move K. to Q. Kt. third square, and being able to
gain the opposition on your King, it will be a drawn game, as will
be shewn at length in the seventh situation, therefore

Q. R. P. one square   3. K. to Q. B. third square, and
not to Q. Kt. third square, because you would gain the opposi-
tion by playing K. to Q. B. fourth square, and then Q. R. P. one
square

4. K. to Q. B. fourth square   4. K. to Q. Kt. third square

5. If you play Q. R. P. one square, he will play K. to Q. B. third square
as in the seventh situation, and if you play the King he will
move Q. R. P., exchange Pawns, and draw the game.

<center>(B.)</center>

	2. K. to Q. B. third square
3. K. to adv. Q. R. fourth square	3. K. to Q. Kt. second square
4. K. to adv. Q. Kt. fourth square	4. K. to Q. B. second square, or (F.)
5. K. to adv. Q. R. third square	5. K. to Q. Kt. square
6. Q. Kt. P. one square	6. K. to Q. R. square
7. Q. Kt. P. one square	7. K. to Q. Kt. square

8. Q. R. P. one square. You must move it two squares if his King
were at Q. R. square

	8. K. to Q. R. square
9. Q. R. P. one square	9. K. to Q. Kt. square
10. Q. R. P. one square	10. K. to Q. R. square

11. Q. Kt. P. one square and you will win, the position being the same
as the one already given.

<center>(C.)</center>

3. K. to Q. Kt. second square

4. K. to adv. Q. Kt. fourth square, and the position is the same as in
Var. (B.)

(D.)

	4. K. to Q. R. third square
5. K. to adv. Q. B. third square	5. K. to Q. R. fourth square
6. K. to adv. Q. Kt. second square	6. Q. R. P. one square
7. K. to adv. Q. R. second square	7. K. to adv. Q. Kt. fourth square
8. K. takes P.	8. K. takes P.
9. Q. R. P. one square	9. K. to adv. Q. Kt. fourth square
10. K. to adv. Q. Kt. third square, and evidently wins.	

(E.)

	6. Q. R. P. one square
7. K. to adv. Q. R. third square	7. K. takes P.
8. K. takes P.	8. K. to adv. Q. B. fourth square
9. K. to adv. Q. Kt. third square, and evidently wins.	

(F.)

	4. P. one square and checks
5. K. to adv. Q. B. fourth square	5. K. to Q. B. second square
6. Q. R. P. two squares	6. K. to Q. Kt. second square
7. Q. R. P. one square	7. K. to Q. B. second square
8. Q. Kt. P. one square	8. K. to Q. Kt. second square
9. K. to adv. Q. third square	9. K. to Q. Kt. square
10. K. to adv. Q. B. third square	10. K. to Q. R. second square
11. K. to adv. Q. B. second square	11. K. to Q. R. square
12. K. to Q. Kt. third square, wins the Pawn and the game.	

————

SEVENTH SITUATION.

WHITE.	BLACK.
King at Q. B. fourth square	King at Q. B. third square
Pawn at Q. Kt. fourth square	Pawn at Q. R. third square
Pawn at Q. R. fourth square	

The event of this position depends entirely on the move; if the White play first, the game will be drawn, but if the Black begin, he will lose; for example: suppose the White begin.

1. K. to Q. fourth square, or (A.)	1. K. to Q. third square
2. K. to his fourth sq. or (B.)	2. K. to his third square

3. If you advance the Q. Kt. Pawn, he will exchange Pawns, and be able to stop the other Pawn, therefore

K. to K. B. fourth sq. or (C.)	3. K. to Q. fourth square. Had he played K. to K. B. third square, *continuing the opposition*, he would have lost the game: see (D.)
4. K. to his third square	4. K. to adv. Q. B. fourth square
5. Q. Kt. P. one square	5. P. takes P.

6. If you take his Pawn he will take yours, and if you play

P. to adv. K. R. fourth square	6. K. to Q. B. fourth square, or he might play his Pawn one square
7. K. to Q. third square	7. P. one square
8. K. to Q. B. second square	8. K. to Q. Kt. fourth square

9. The game is evidently drawn, for though you must lose your Pawn, yet you can prevent his Pawn advancing to Queen.

<div align="center">(A.)</div>

1. Q. R. P. one square	1. K. to Q. third square

2. If you advance Q. Kt. P., he will take it and be in time to stop the Rook's Pawn with the King, therefore

K. to Q. fourth square	2. K. to Q. B. third square

3. If you play K. to adv. K. fourth square, he will win both your Pawns, therefore,

K. to Q. B. third square	3. K. to Q. Kt. fourth square
4. K. to Q. Kt. third square	4. K. to Q. B. third square
5. K. to Q. R. fourth square	5. K. to Q. Kt. second square
6. K. to Q. R. third square	6. K. to Q. B. third square
7. K. to Q. Kt. third square	7. K. to Q. Kt. fourth square
8. K. to Q. B. third square	8. K. to Q. B. third square

<div align="center">L 2</div>

The game is evidently drawn.

<div align="center">(B.)</div>

2. K. to Q. third square   2. K. to Q. second square, ready to resume the opposition if the White play his King to Q. B. fourth square, Q. fourth square, or to K. fourth square. If instead of this move, Black had played K. to Q. fourth square, he would have lost the game, because White would be able to gain the opposition : see (E.)

3. K. to Q. second square	3. K. to Q. square
4. K. to Q. B. second square	4. K. to Q. B. square
5. K. to Q. B. square	5. K. to Q. B. second square
6. K. to Q. B. second square	6. K. to Q. B. third square
7. K. to Q. B. third square	7. K. to Q. B. second square, and

by thus playing his King so as to be able to gain the opposition when the white King is played to Q. B. fourth square, Q. fourth square, or K. fourth square, the Black will be able to draw the game. The Black must be careful to retrograde his King on the same file as the White, and within one, three, or five squares from him, and on no account to suffer the White to play his King to Black Q. B. fourth square, Q. fourth square, or K. fourth square.

<div align="center">(C.)</div>

3. Q. R. P. one square	3. K. to Q. third square
4. K. to Q. fourth square	4. K. to Q. B. third square

5. If you play K. to adv. K. fourth square, he will play K. to Q. Kt. fourth square, winning the Pawns, therefore

K. to Q. B. third square

The position is now the same as in Variation (A.)

<div align="center">(D.)</div>

	3. K. to K. B. third square
4. K. Kt. P. one square	4. P. takes P.

5. It would be wrong to take the Pawn, because the Black would easily stop yours. You ought to play

   P. to adv. Q. R. fourth square   5. It is evident that the Black must lose because his King is unable to prevent your Pawn from advancing to Queen, and if he move his Pawn, your King will stop it.

<div align="center">(E.)</div>

                               2. K. to Q. fourth square

3. K. to Q. B. third square   3. If he play K. to Q. B. third square, or to Q. third square, you will evidently gain the opposition, and be able to win, as will presently be shewn. If he play K. to K. third square, you will also win by playing K. to Q. B. fourth square, which will enable you to gain the opposition the next move.

But suppose he play

                               Q. R. P. one square

4. Q. Kt. P. one square   4. K. to Q. B. fourth square

5. K. to Q. third square   5. If he play K. to adv. Q. Kt. fourth square, your Q. Kt. Pawn will become a Queen in three moves, and will easily win, therefore K. to Q. fourth square

6. K. to his third square   6. K. to his fourth square

7. K. to K. B. third square   7. If he play K. to K. B. fourth square, or to adv. Q. fourth square, you should advance Q. Kt. P. to Queen. But if   K. to Q. fourth square

8. K. to K. B. fourth square   8. K. to Q. third square

9. K. to his fourth square   9. K. to his third square

10. K. to Q. fourth square   10. K. to Q. third square

11. K. to Q. B. fourth square   11. K. to Q. second square

12. K. to adv. Q. B. fourth square 12. K. to Q. B. second square

13. Q. Kt. P. checks   13. K. to Q. Kt. second square

14. K. to adv. Q. Kt. fourth square 14. K. to Q. Kt. square

15. K. takes P. and wins easily.

I beg your particular attention to the following re-
marks on this Variation (E.) The Black's second
move (K. to Q. fourth square,) which appeared to be a
good one, was, in fact, a very bad one, because, although
he continued the opposition on your King, yet on the
fourth move he was compelled either to abandon it,
(because your Q. Kt. P. prevented his playing the King
to Q. B. fourth square,) or to play his Pawn one square,
thus enabling you to advance your Pawn one square
nearer to Queen, and confining his King, of necessity,
to a few squares, in order to prevent its becoming a
Queen. You were, consequently, able to play your
King, so as to force his King a rank lower, and though
he had again gained the opposition on the tenth move,
yet it was of no use to him, because he could not keep
it, owing to the position of your Q. Kt. P., which pre-
vented his playing the King on the eleventh move to
his Q. B. third square. These moves will teach you
that it is not enough to have gained the opposition;
you must also examine attentively if there be no Pawn
which will prevent your keeping it.

If the Black had had the first move, you would have
won the game; for example:

BLACK.	WHITE.
1. K. to Q. third sq. or (F.) (G.)	1. K. to Q. fourth square
2. If he play K. to K. third square, you should play K. to adv. Q. B. fourth square, and then to adv. Q. Kt. third square; but if he play	
K. to Q. B. third square	2. K. to adv. K. fourth square
3. K. to Q. second square	3. K. to adv. Q. fourth square

4. K. to Q. B. second square	4. K. to adv. Q. B. fourth square
5. K. to Q. Kt. second square	5. K. to adv. Q. third square
6. K. to Q. Kt. third square	6. K. to adv. Q. second square
7. K. to Q. Kt. second square	7. Q. R. P. one square
8. K. to Q. Kt. square	8. K. to adv. Q. B. third square
9. K. to Q. R. second square	9. K. to adv. Q. B. second square
10. K. to Q. R. square	10. K. to adv. Q. Kt. third square,

gains the Pawn, and wins, of course, easily.

(F.)

1. K. to Q. Kt. third square	1. K. to adv. Q. fourth square
2. K. to Q. B. second square	2. K. to adv. Q. B. fourth square
3. K. to Q. Kt. second square	3. K. to adv. Q. third square

The position is the same as on the fifth move.

(G.)

1. Q. R. P. one square	1. Q. Kt. P. checks
2. K. to Q. Kt. third square	2. K. to adv. Q. fourth square
3. K. to Q. Kt. second sq. or (H.)	3. K. to adv. Q. B. fourth square
4. K. to Q. R. second square	4. K. to adv. Q. B. third square; if,

instead of this move, you had checked with Q. Kt. P. the game
would have been drawn : see (I.)

5. K. to Q. Kt. square	5. K. to adv. Q. Kt. third square,

wins the Pawn and the game.

(I.)

	4. Q. Kt. P. checks
5. K. to Q. R. third square	5. You are now compelled either to

lose the Q. Kt. P. or to play K. to adv. Q. B. third square, *stale-
mating* the Black; the game is consequently drawn.

(H.)

3. K. to Q. B. second square	3. K. to adv. K. third square
4. K. to Q. Kt. third square	4. K. to adv. Q. third square
5. K. to Q. Kt. second square	5. K. to adv. Q. B. fourth square
6. K. to Q. B. second square	6. Q. Kt. P. checks
7. K. to Q. Kt. second square	7. K. to adv. Q. Kt. fourth square,

wins the Pawn, and consequently the game.

EIGHTH SITUATION.

WHITE	BLACK.
King at adv. K. fourth square	King at K. B. square
Pawn at adv. K. B. third sq.	Pawn at K. Kt. third square
Pawn at adv. K. Kt. fourth sq.	

In this situation, White will win whether he have the move or not, but it can only be won by judiciously sacrificing the K. B. Pawn.

Suppose the White begin.

WHITE.	BLACK.
1. K. B. P. one square	1. King takes Pawn ; if instead of taking the Pawn, he should play K. to K. Kt. second square or to K. second square, you should advance the Pawn to Queen and then play K. to adv. K. B. third square
2. K. to adv. Q. third square	2. K. to K. B. square
3. K. to adv. K. third square	3. K. to K. Kt. second square
4. K. to adv. K. second square	4. K. to K. Kt. square
5. K. to adv. K. B. third square	5. K. to K. R. second square
6. K. to adv. K. B. second square	6. K. to K. R. square
7. K. takes Pawn and being at the Pawn's sixth square, will of course win, as has been already explained, page 184.	

Suppose the Black begin.

BLACK.	WHITE.
1. K. to K. B. second square	1. K. to adv. Q. third square

2. If he play King to his square, you may play King to adv. King third
    square, and then advance the K. B. P.   But suppose he play

K. to K. B. square	2. K. B. P. one square
3. K. takes P.	3. K. to adv. Q. second square
4. K. to K. Kt. square	4. K. to adv. K. third square
5. K. to K. Kt. second square	5. K. to adv. King second square,

then to adv. K. B. third square, &c.

———

NINTH SITUATION.

WHITE.	BLACK.
King at his fourth square	King at his second square
Pawn at adv. K. B. fourth sq.	Pawn at K. B. third square
	Pawn at K. Kt. fourth square

In this situation the game will be drawn, whether the
Black or the White begin.

Suppose the Black begin.

BLACK.	WHITE.
1. K. to Q. second square; or (A.)	1. K. to Q. third square
2. K. to Q. B. second square	2. K. to Q. B. third square
3. K. to Q. Kt. second square	3. If you were to play the King

to the Q. Kt. file you would lose, because he would advance
K. Kt. P. to Queen, therefore

	K. to Q. third square
4. K. to Q. Kt. third square	4. K. to Q. fourth square
5. K. to Q. B. third square	5. K. to Q. B. fourth square
6. K. to Q. Kt. third square	6. K. to Q. fourth square
7. K. to Q. Kt. fourth square	7. K. to adv. Q. fourth square
8. K. to adv. Q. Kt. fourth square	8. K. to Q. fourth square
9. K. to adv. Q. R. fourth square	9. K. to Q. B. fourth square

10. K. to Q. R. fourth square	10. K. to adv. Q. B. fourth square
11. K. to Q. R. third square	11. K. to Q. B. fourth square
12. K. to Q. Kt. third square	12. K. to Q. fourth square

It is evident that the Black cannot gain the opposition, and consequently the game is drawn. If Black instead of moving the King were to advance K. Kt. Pawn, White would win that Pawn and be able to prevent the other from becoming a Queen.

(A.)

1. K. to K. B. second square	1. K. to K. B. third square
2. K. to K. Kt. second square	2. K. to K. Kt. third square; if you had played King to K. Kt. fourth square, you would have lost the game, (see B.)
3. K. to K. R. third square	3. K. to K. Kt. fourth square
4. K. to K. R. second square	4. K. to K. Kt. third square
5. K. to K. Kt. second square	5. K. to K. B. third square
6. K. to K. B. second square	6. K. to his third square

The game is drawn as the Black cannot pass on either side so as to play before his Pawns.

(B.)

	2. K. to K. Kt. fourth square
3. K. to K. R. third square	3. K. to K. Kt. third square
4. K. to K. R. fourth square	4. K. to K. R. third square
5. K. Kt. P. checks	5. K. to K. Kt. third square
6. K. to K. Kt. fourth square, wins the Pawn and the game.	

You will observe by this Variation, that it is of the greatest consequence so to play your King that when the Black plays his King to his K. R. third square, you may be able to play your's to your K. Kt. fourth square, and thus prevent his winning your Pawn.

CHAPTER LVIII.

A King and two separated Pawns against a King and Pawn.

GENERALLY speaking the two Pawns win, but there are several exceptions which shall be pointed out.

———

FIRST SITUATION.

WHITE.	BLACK.
King at his second square	King at adv. K. fourth square
Pawn at Q. R. third square	Pawn at adv. K. Kt. fourth sq.
Pawn at K. Kt. third square	

In similar positions the two Pawns invariably win; all you have to do is to advance your Q. R. Pawn which will compel the Black to move his King to stop it, you then move your King to take his Pawn; for example:

1. Q. R. P. one square	1. K. to adv. Q. fourth square
2. Q. R. P. one square	2. K. to Q. B. fourth square
3. K. to his third square	3. K. to Q. Kt. fourth square
4. K. to K. B. fourth square	4. K. takes Pawn
5. K. takes P. and wins with ease.	

———

SECOND SITUATION.

WHITE.	BLACK.
King at adv. K. fourth square	King at Q. second square

WHITE.	BLACK.
Pawn at K. R. second square	Pawn at K. Kt. second square
Pawn at adv. Q. third square	

In this situation it would not be good play to aban-
don the Q. Pawn, because your adversary would be
able to draw the game; for example:

WHITE.	BLACK.
1. K. to adv. K. B. fourth square	1. K. takes P.
2. K. to adv. K. Kt. 3d. sq. (or A.)	2. K. to his fourth square
3. K. takes P. (or B.)	3. K. to K. B. fourth square, and

will win the Pawn by playing to K. Kt. fourth square, or to adv.
K. Kt. fourth square.

(A.)

WHITE.	BLACK.
2. K. R. P. two squares	2. K. to his second square
3. K. to adv. K. Kt. third square	3. K. to K. B. square
4. K. R. P. one square	4. K. to K. Kt. square

You cannot prevent the Black from moving alter-
nately to his K. R. square, K. Kt. square, or K. R.
second square, defending his Pawn; therefore as you
cannot gain his Pawn, the game must be drawn, for
you cannot advance your's, without his taking it. If
on the fourth move instead of playing K. R. P. one
square, you had played K. to adv. K. R. second square,
Black would have played his King alternately to K. B.
square and K. B. second square, still defending his
Pawn, and consequently drawing the game.

3. K. R. P. two squares	3. K. to adv. K. B. fourth square

4. If you take his Pawn he will attack yours, and take it the next move, and if

K. R. P. one square	4. K. to adv. K. Kt. fourth square

5. You cannot do better than take his Pawn, he will then take yours, and the game is drawn.

The game may however be easily won, if you play properly ; instead of abandoning your Q. P. on the first move, you should play as follows :

1. K. R. P. two squares	1. K. Kt. P. one square, or (C.)
2. K. to adv. K. B. third square	2. K. takes P.
3. K. takes P.	3. K. to his second square

4. K. to adv. K. Kt. second square, and advances the Pawn in four moves to Queen.

1. K. R. P. two squares	1. K. to Q. square
2. K. R. P. one square	2. K. to Q. second square
3. K. to adv. Q. fourth square	3. K. to Q. square
4. K. to adv. K. third square	4. K. to his square
5. Q. P. checks	5. K. to Q. square
6. K. to adv. Q. third square	6. K. Kt. P. one or two squares

7. You should not take the Pawn, because Black would be stalemated ; you ought to play your Pawn to adv. K. R. third square, and in two moves more, you make a Queen or Rook, giving at the same time checkmate.

You might also win by playing your King the first move, but it is more difficult ; for example :

WHITE.	BLACK.

1. K. to adv. Q. fourth square   1. K. Kt. P. two squares

2. K. R. P. one square.   Any other move would prevent your winning the game: see (D.)   2. K. to Q. square

3. It would not be good play to move the King to adv. K. fourth square: see (E.) you ought to play

    K. to adv. K. third square   3. K. to K. square

4. K. to adv. K. B. fourth square: 4. K. to Q. second square
    it would be bad play to advance
    Q. P.: see (F.)

5. K. takes P.   5. K. takes P.

6. K. to adv. K. Kt. third square   6. K. to K. second square

7. K. to adv. K. Kt. second square, and afterwards advances the Pawn in five moves to Queen.

(D.)

2. K. to adv. K. fourth square   2. K. Kt. P. one square

3. If you abandon your Q. P., he will take it and be in time to stop your Pawn by playing his King to his second square, then to K. B. square and K. Kt. square, &c.; but if you play

 .K. to adv. Q. fourth square   3. K. to Q. square

4. K. to adv. K. third square   4. K. to his square

.5. Q. P. checks   5. K. to Q. square

6. K. to adv. Q. third square   6. K. Kt. P. one square

7. If you do not take the Pawn, he will advance it to Queen and win the game, and if you take it the Black is stalemated.

(E.)

3. K. to adv. K. fourth square   3. K. to Q. second square

4. You might still win the game by playing your King to adv. Q. fourth square, and afterwards to adv. K. third square as already shewn; but if you abandon your Pawn, you cannot win; for example:

    K. to adv. K. B. fourth square   4. K. takes Q. P.

5. K. takes P.   5. K. to his second square

6. K. to adv. K. Kt. third square   6. K. to K. B. square

7. If you permit him to occupy K. Kt. square, he will easily draw the game as already explained, Chapter LIV. If you play K. to adv. K. R. second square, he will play K. alternately to K. B. square, and K. B. second square, and as your Pawn cannot advance to Queen while your King continues on the Rook's file, the game will be drawn, because the moment your King quits the Rook's file, Black will be able to play his King to K. Kt. square, and draw the game as before observed.

(F.)

4. Q. P. checks	4. K. to Q. square

5. If you abandon Q. P. he will take it and be in time to stop your Q. R. P.; but if you play

K. to adv. Q. third square	5. K. Kt. P. one square

6. If you advance your Pawn, he will make a Queen first and win the game: you must therefore take his Pawn and stalemate him.

———

THIRD SITUATION.

WHITE.	BLACK.
King at Q. third square	King at Q. B. fourth square
Q. R. P. at its fourth square	Pawn at K. Kt. fourth square
Q. B. P. at its fourth square	

In this situation, if Black have the move, he can draw the game by advancing his Pawn; you must play your King immediately in order to stop it: he will again advance it, and afterwards take your Q. B. P. and then your Q. R. P.

But if you have the move, you will win the game by playing your Q. R. P. one square, for though by ad-

vancing his Pawn he will compel you to play your King towards it, yet he cannot take your Q. B. P. without allowing your Q. R. P. to advance to Queen, owing to your Pawns being at the distance of a *Knight's* move from each other: this has been fully explained, ·Chap. xxxii. page 126.

———

FOURTH SITUATION.

WHITE.	BLACK.
King at his second square	King at adv. K. fourth square
Pawn at K. Kt. second square	Pawn at adv. K. B. fourth square
	Pawn at adv. K. R. fourth square

In this position the game is drawn. It matters not which begins; for example: suppose the White begin.

1. K. to K. B. second square	1. K. to K. B. fourth square
2. K. to K. B. third square	2. K. to K..Kt. fourth square
3. K. to K. B. second square	3. K. to adv. K. Kt. fourth square
4. K. to K. B. square, or (A.)	4. K. to adv. K. Kt. third square
5. K. to K. Kt. square	5. If he advance K. R. P. you should

take it, and if he retakes, you play your King to K. B. second square, and easily draw : if he advance the K. B. Pawn, you also take and easily draw the game against a Rook's Pawn. You should be careful so to play your King, that when the black King is played to your K. Kt. third square, you may be able to play yours to K. Kt. square, which compels him either to advance one of the Pawns, or play the King back, and·makes it easy for you to draw the game. You will not, however, lose, if you play your King differently, but it requires more care; for example: suppose on the fourth move you play as follows:

(A.)

WHITE.	BLACK.

4. K. to K. Kt. square 　　　　　4. K. to adv. K. Kt. third square

5. K. to K. B. square, if you play to K. R. square, you would lose, see

　　(B.) 　　　　　　　　　　　5. If he advance either Pawn, you

　　should take it and you will easily stop the other.　If he play

　　　　　　　　　　　　　　　K. to adv. K. R. second square

6. K. to K. B. second square 　　　6. K. to adv. K. R. square

7. If you play K. to K. B. third square, you will lose, see (C.), therefore

　　K. to K. B. square 　　　　　7. If he play either of the Pawns,

　　you should take it, but if he play K. to K. R. second square, you

　　play K. to K. B. second square, &c. and continually repeating

　　the same moves the game will evidently be drawn.

(B.)

5. K. to K. R. square 　　　　　　5. K. to adv. K. B. second square

6. K. to K. R. second square ; if instead of this move you play the Pawn

　　one or two squares, he ought not to take it, he should move K.

　　B. P. one square, then K. to adv. K. second square and after-

　　wards advance K. B. Pawn to Queen.

　　　　　　　　　　　　　　　6. K. to adv. K. B. square

7. If you play K. to K. R. third square, he will play, as in Var. (C. ;) if

　　you advance the Pawn he will take it and easily win, therefore

　　K. to K. R. square 　　　　　7. K. R. P. one square

8. Pawn takes Pawn, or (D.) 　　　8. Pawn one square

9. Pawn one square 　　　　　　　9. Pawn one square

10. Pawn one square 　　　　　　10. K. to adv. K. second square

11. Pawn one square 　　　　　　11. Pawn becomes a Queen, & wins

　　　　　　　　　　　　　　　　easily

(C.)

7. K. to K. B. third square 　　　　7. K. to adv. K. Kt. square

8. If you do not take the Pawn, he will take yours, and advance one of

　　his to Queen; if you advance your Pawn he will take it *en

　　passant*, and easily win, therefore

　　K. takes K. B. P. 　　　　　　8. K. takes K. Kt. P. and after-

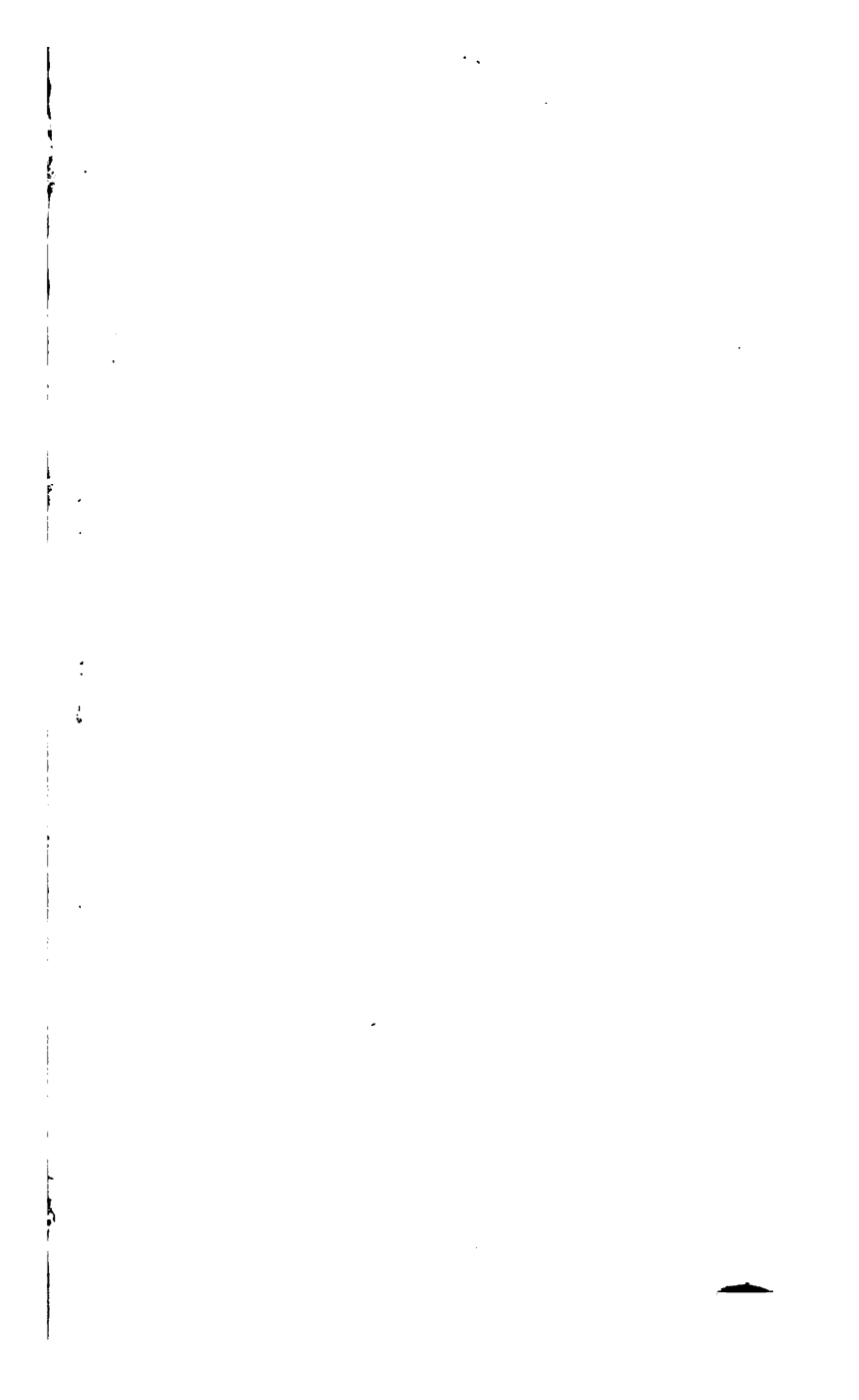　　wards advances K. R. P. to Queen.

(D.)

8. K. Kt. P. one or two squares	8. Must not take Pawn, because
White could be stalemated;	he ought to play
	K. B. P. one square
9. Pawn one square	9. K. B. P. one square
10. Pawn one square	10. K. to adv. K. second square
11. Pawn one square	11. Pawn becomes a Queen, checks
and checkmates the next move.	

It would be foreign to an elementary work, to enter into more difficult combinations of Pieces and Pawns; these must be reserved for a separate Treatise in which I shall teach the Amateur the various openings of games, the difficult checkmates and ends of games.

By an attentive study of this volume, if I mistake not, the reader will soon find, when he begins to play games, that he has already made considerable advancement in the science of Chess, and will frequently be able to avail himself of those rules and observations which it has been my endeavour to inculcate in this work.
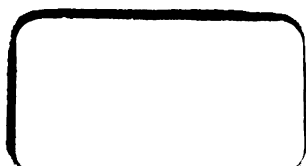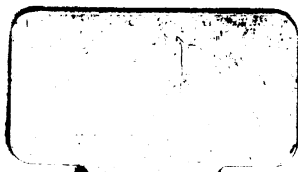
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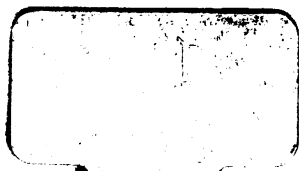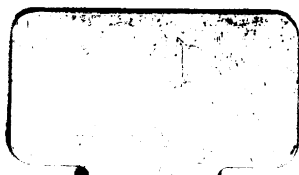APR 5   1963